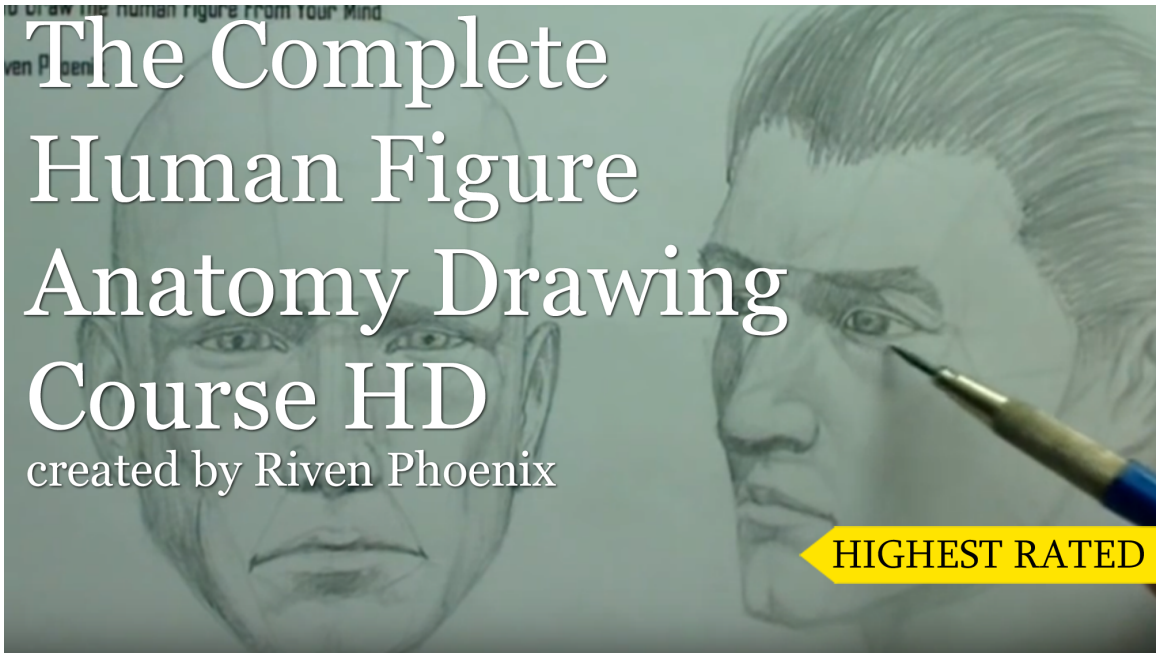

The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

www.alienthink.com

Figure Drawing Lesson 012 - The Formulas for the Front View of the Human Head

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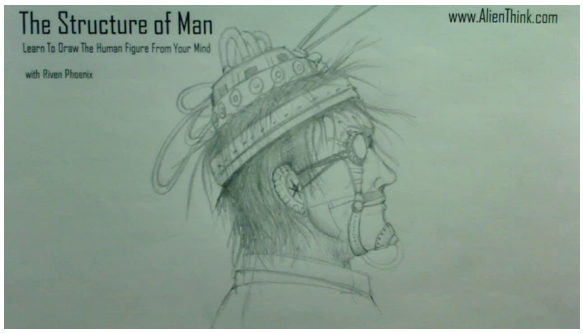
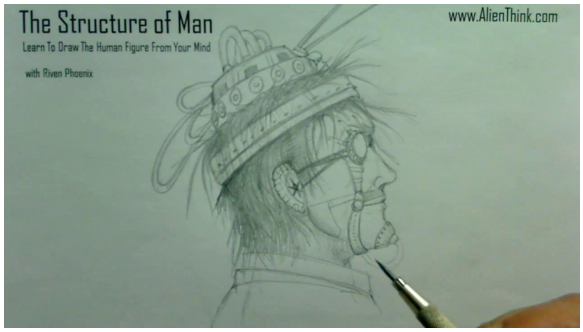
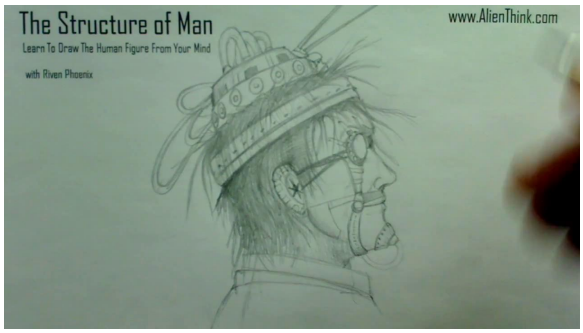
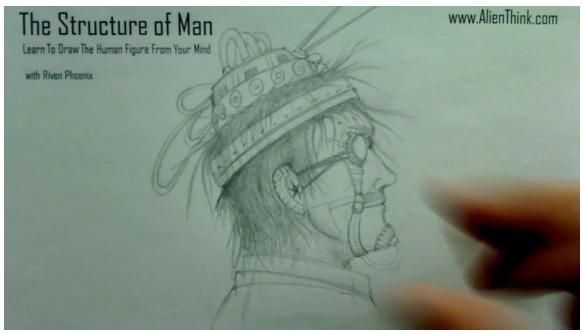
1		Hey guys, my name is Riven Phoenix and welcome to the structure of Man Learn to Draw the
2		Human Figure from your mind training course.
3		Okay, so in the previous lesson I showed you how you can just use the basic formulas that
4		we've understood so far of creating the human skull and here we had created a character

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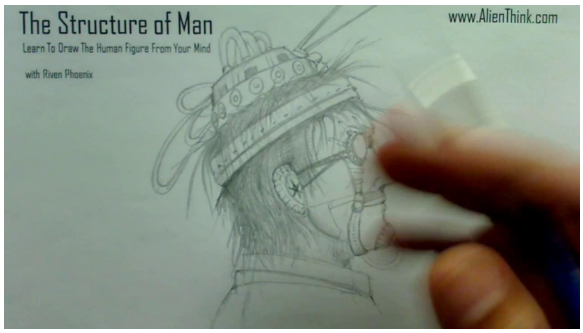
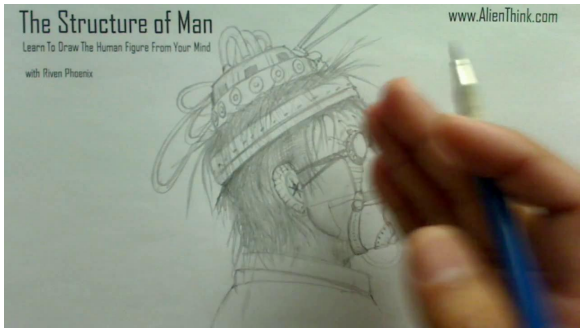
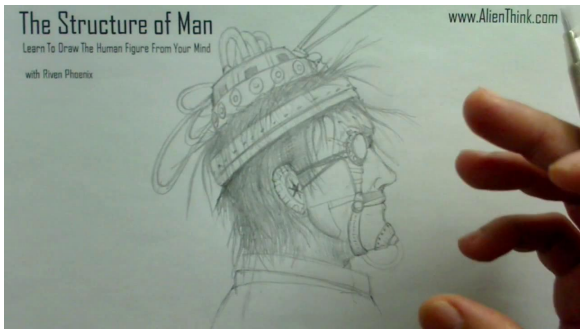
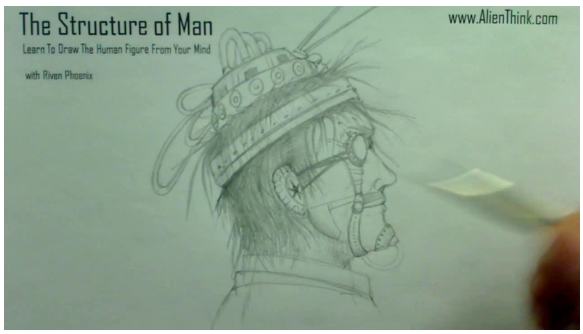
5		design.
6		I've just cleaned it up a little bit showing you that as you go through your drawing phases
7		and processes you can create different types of character designs.
8		So my, like an idea that I would suggest here is that once you have this information

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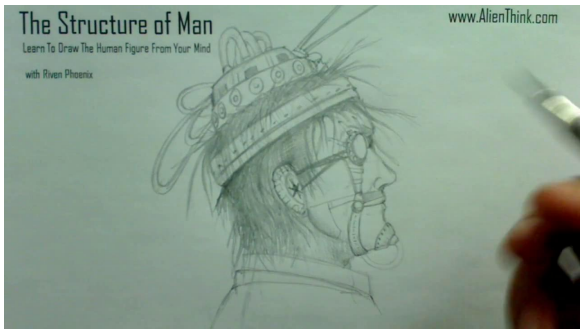
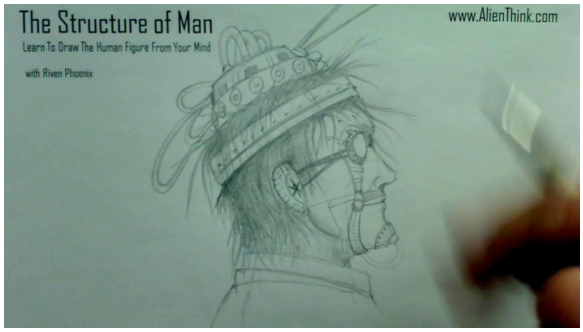
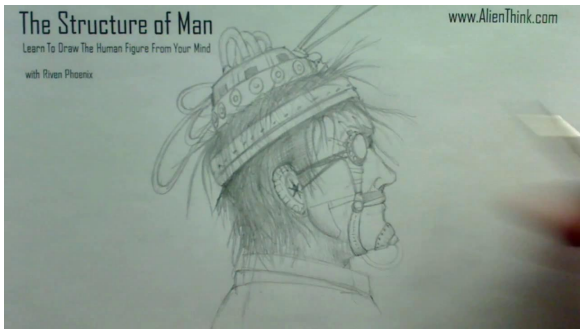
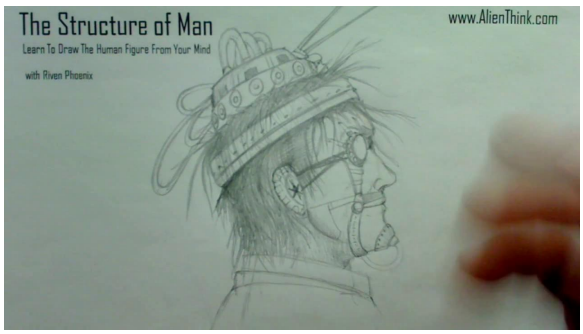
9		that I've given you so far is to try out doing different types of character designs
10		and also experiment with what would happen if you stretch and squash the formulas,
11		giving you different types of characters that you can create.
12		That's the power of these formulas regardless of what the idea looks like.

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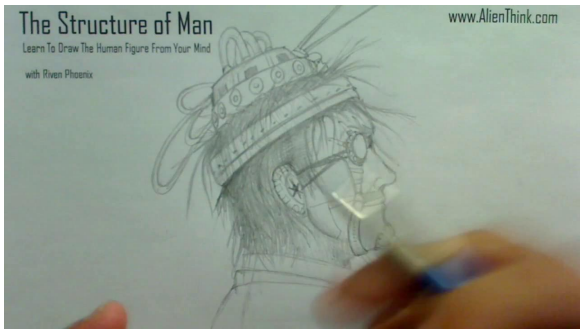
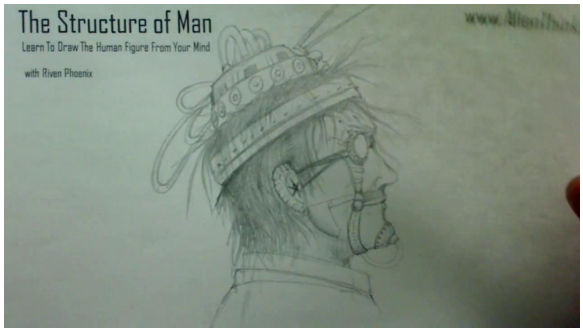
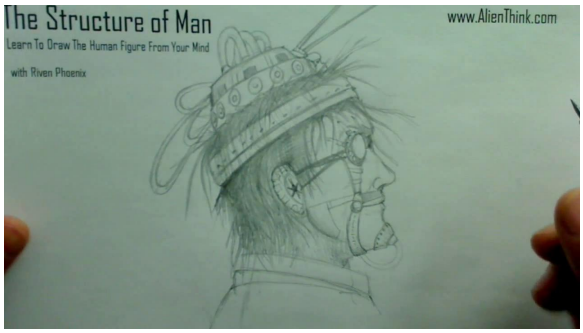
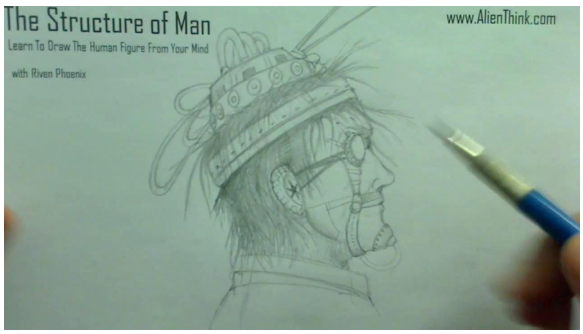
13		You can make anything look like a figure.
14		Okay, so what we want to do now is we want to look at the front formulas of the human
15		skull.
16		So what we've been doing is, I've been, we've been looking at it in a much more slower

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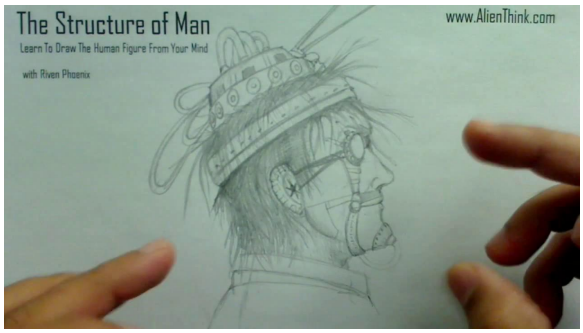
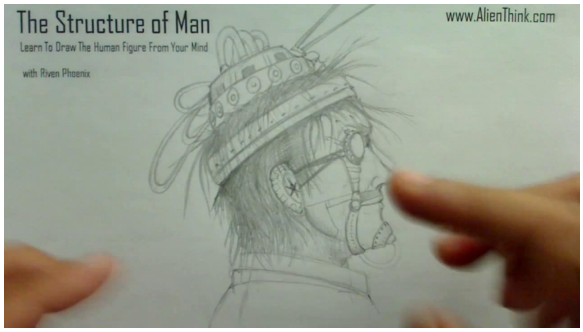
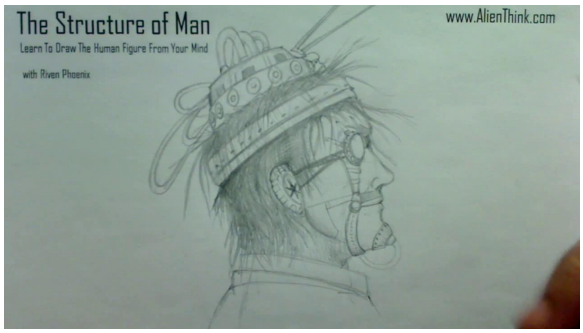
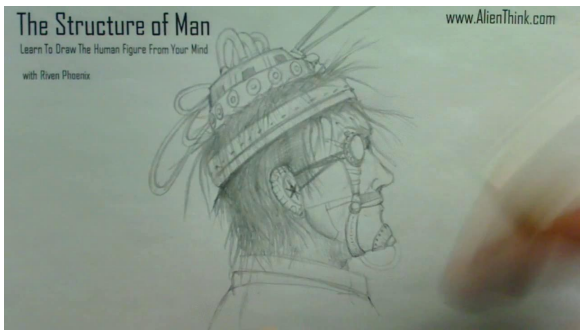
17		process where we were investigating in just getting the mind really warmed up and used
18		to the ideas formulas, ideas formulas.
19		So what we're going to do now from now on is that when we move forward we really don't
20		have to spend so much time in looking and investigating at the formulas because we always

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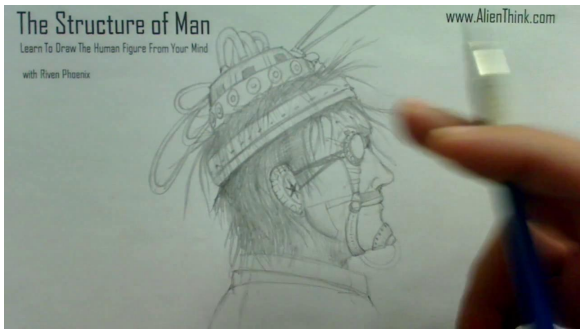
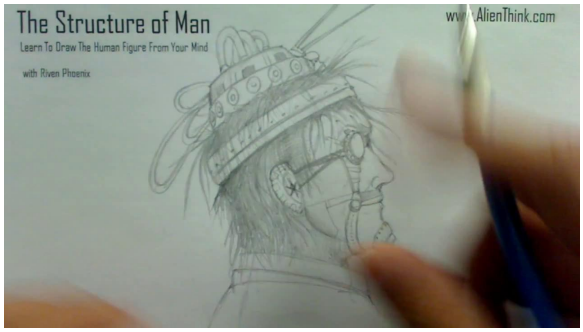
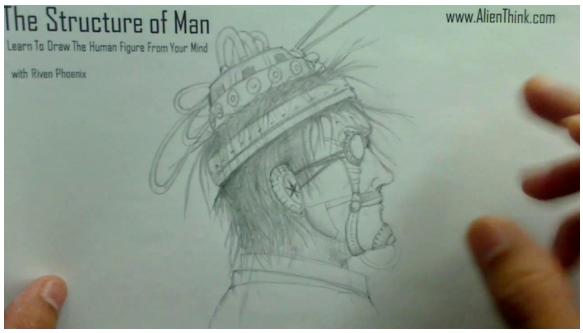
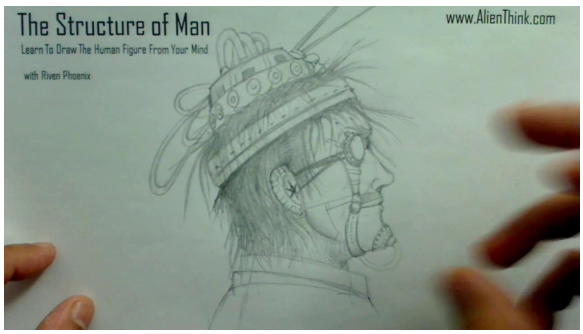
21		do the much more simpler, right?
22		And this is what will happen with the front formulas.
23		And really the human skull is where we're going to be spending more time on it is because
24		that's really the key object to get.

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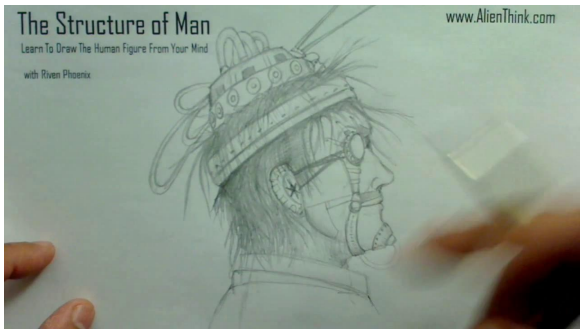
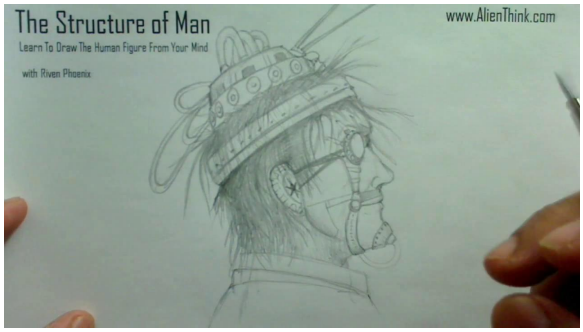
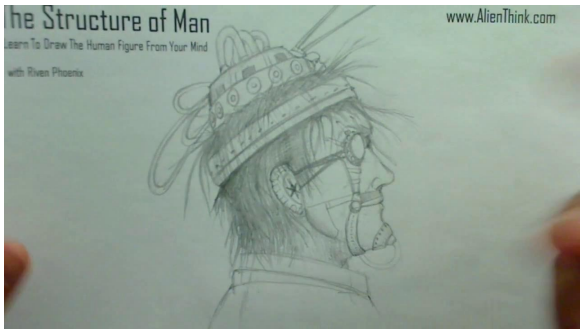
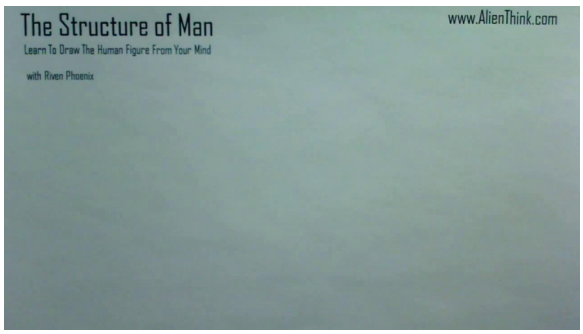
25		Everything else regarding the other parts of the human skeleton that we will create all
26		the other bones are going to be very simple.
27		There are really no brainers when you look at them as to how to understand them.
28		Okay, so for the front formula is going to be very simple.

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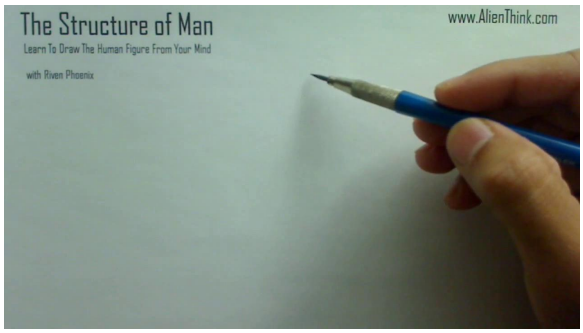
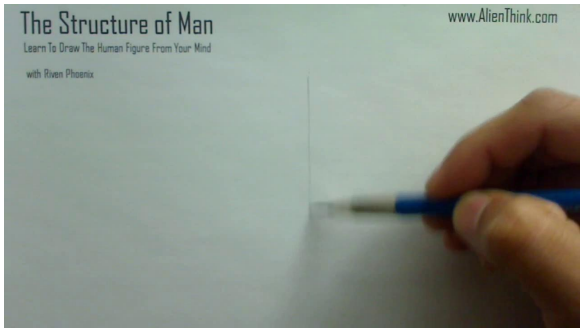
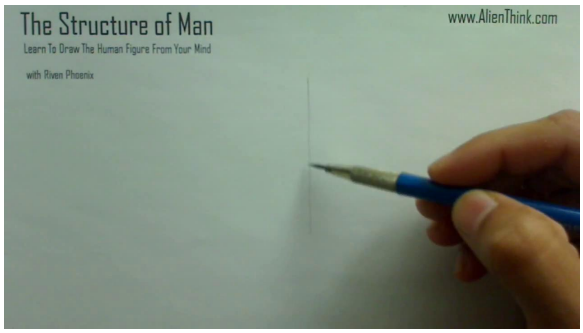
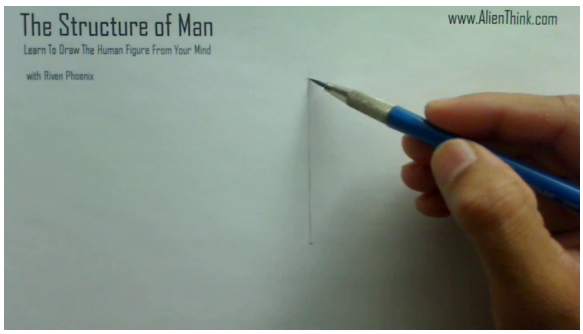
29		So what we want to do is draw out a straight line over here and this is going to be the
30		height for the head.
31		So here I'm just going to draw it out like this over here and just say that this is the
32		height of the head.

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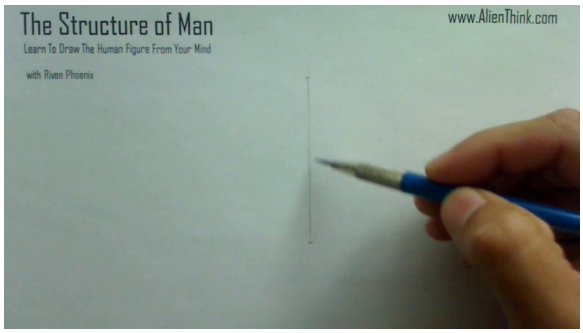
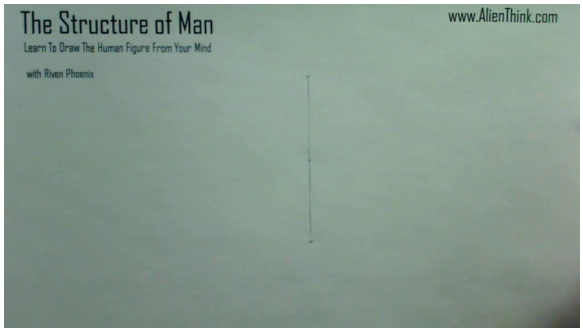
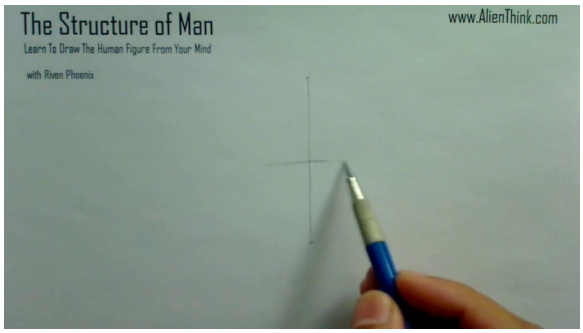
33		And basically all I have to do is once again just divide this in half, right?
34		So once I've divided this in half I'm just going to make a plus sign just like I did
35		on the side view and making on the front view.
36		So once that's done we can basically now figure out all the places of the key areas of the

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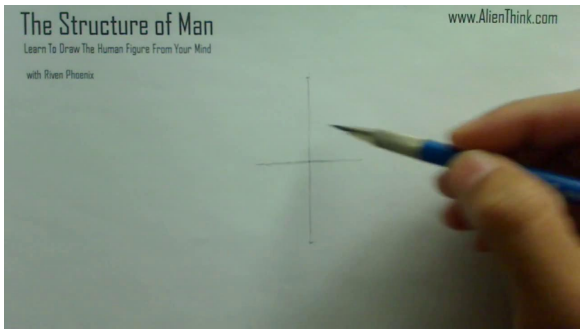
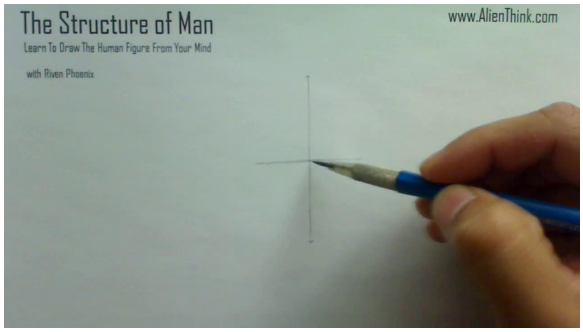
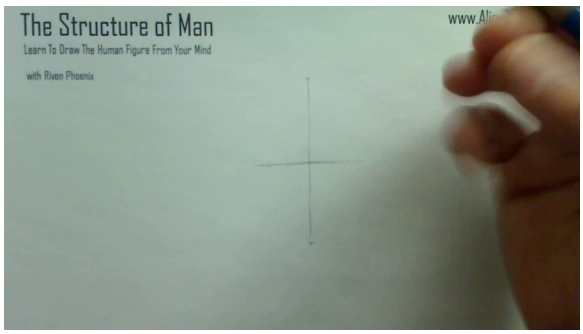
37		human skull from the front.
38		So basically what we want to do is when we're here, now just notice that this division
39		here has to be exactly the same, right?
40		So this is really going to be the line for your eye over here.

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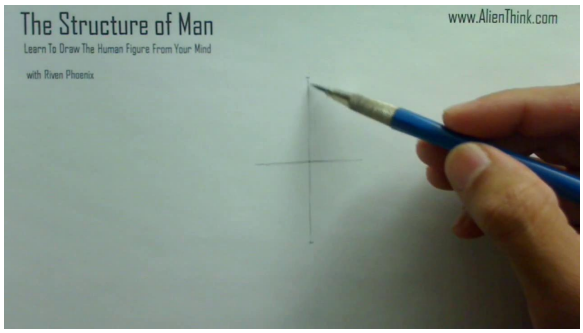
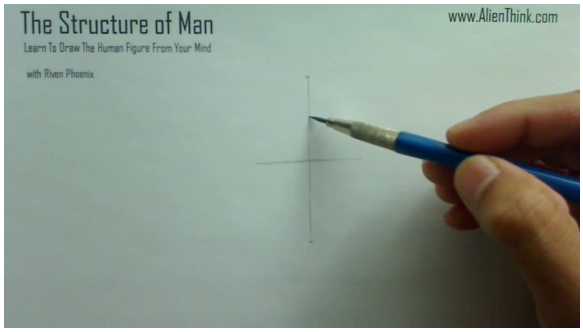
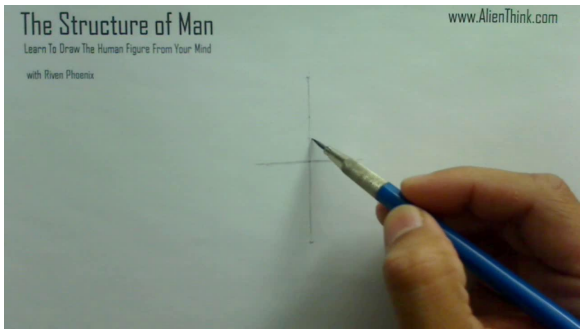
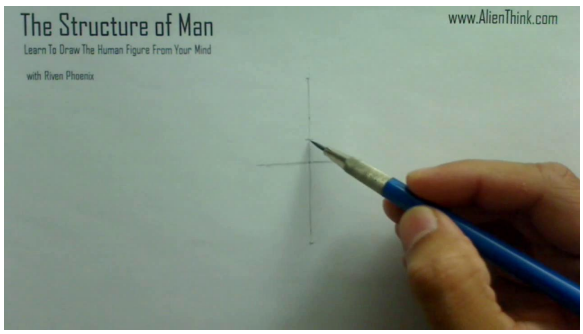
41		So from here to here just divide this in half and then come down if you divide this in
42		half and then from here to here divide this in half again this is going to be the area
43		for your brow area over here.
44		And if you take this from here to here divide this in half you're going to get the bone

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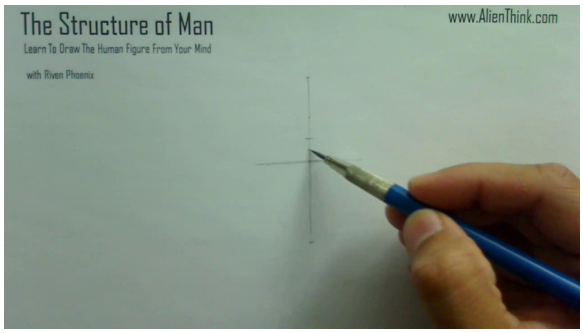
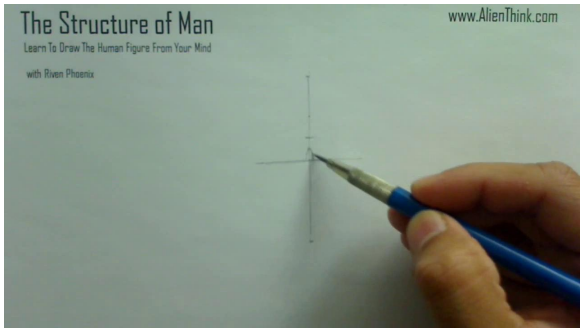
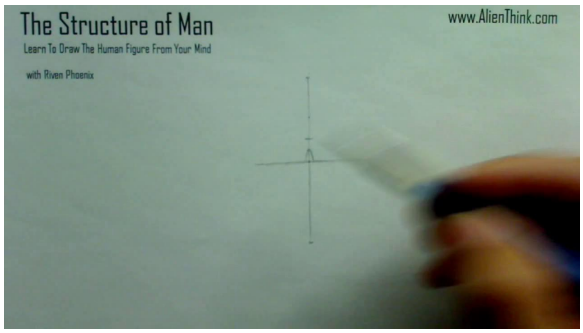
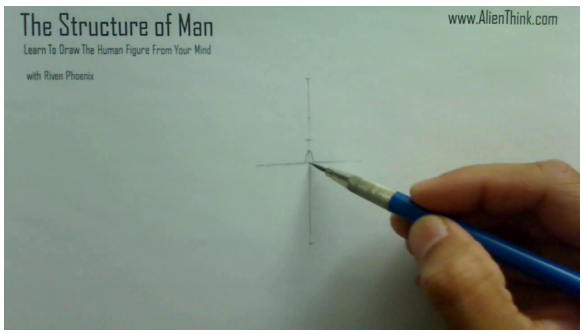
45		area for your nose.
46		Okay, just like this.
47		It's a very simple concept.
48		So basically what happens is that throughout your drawing ability or drawing out the figure

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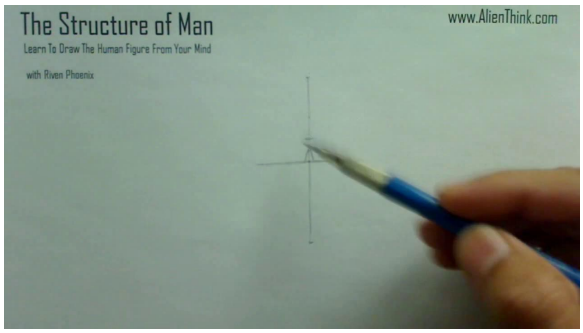
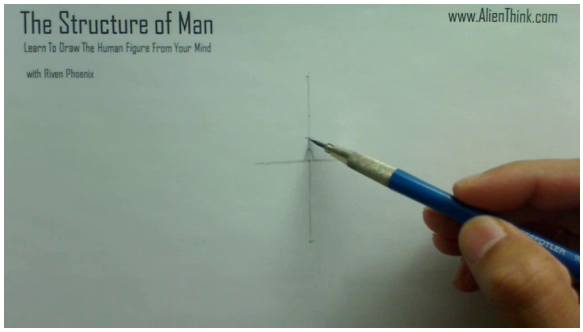
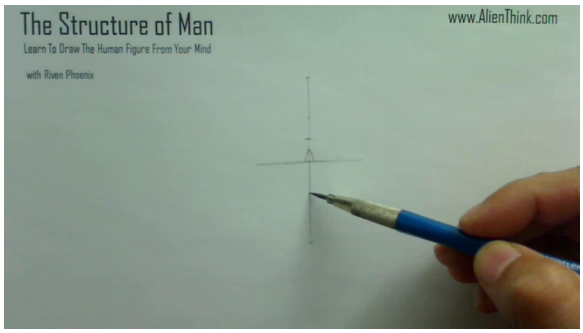
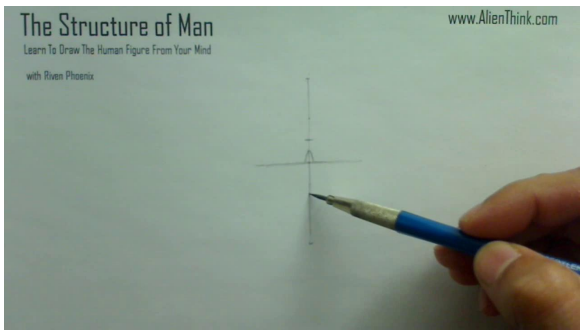
49		you really just have to remember that as soon as you find out the area for the brow basically
50		you need to take this whole line here and divide it in half which is going to be roughly
51		around here.
52		Okay, once you do this you've already found the bottom of the nose.

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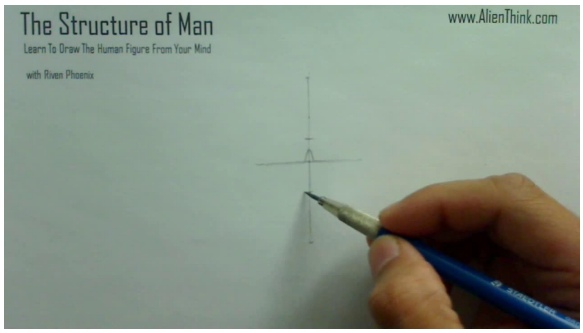
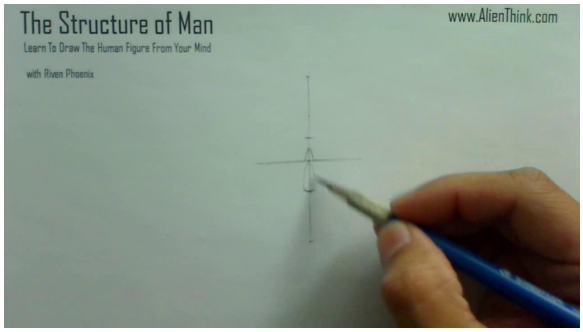
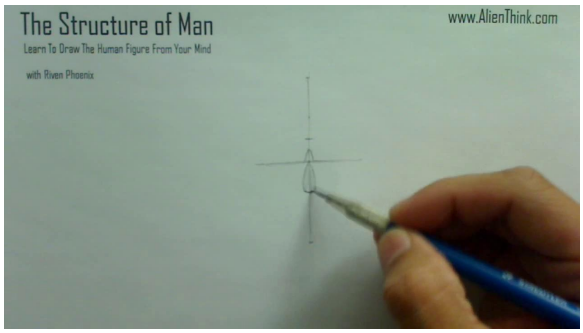
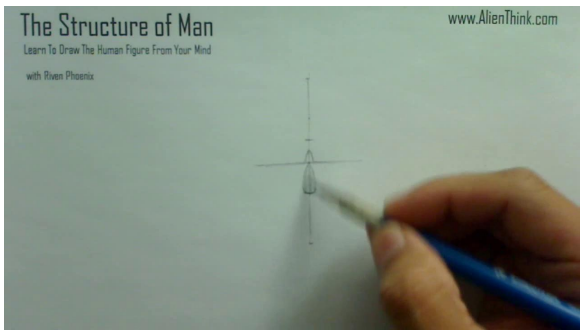
53		Okay, so in the skull we already know that there's a hole here for the nose goes.
54		So here I'm just going to make like a drawing over here just like this.
55		And that's it.
56		Right, so don't make it too wide just make it kind of like this and you can adjust your

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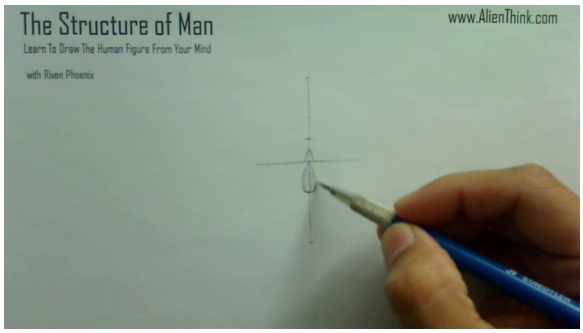
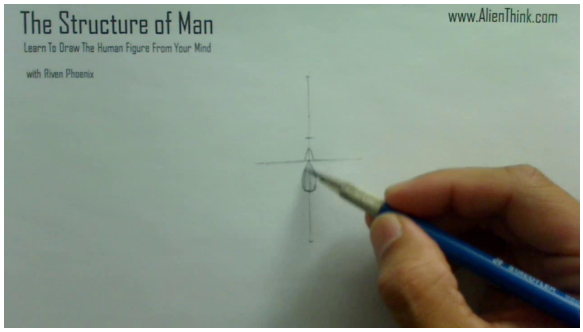
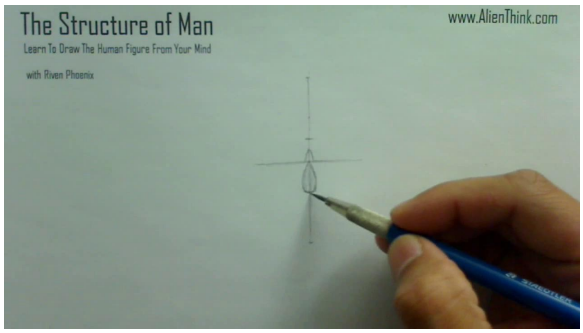
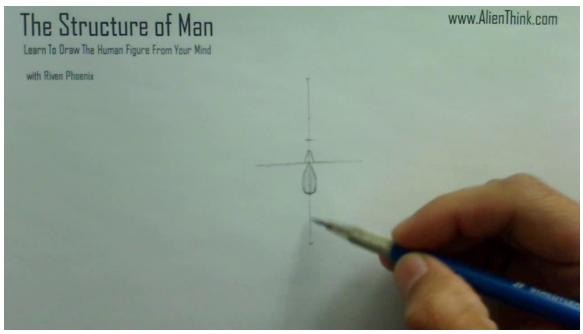
57		understanding of it as we move along.
58		There really isn't much formula needed to get this concept.
59		So basically when you get the bottom of the nose you need to divide from here to here in
60		three different sections.

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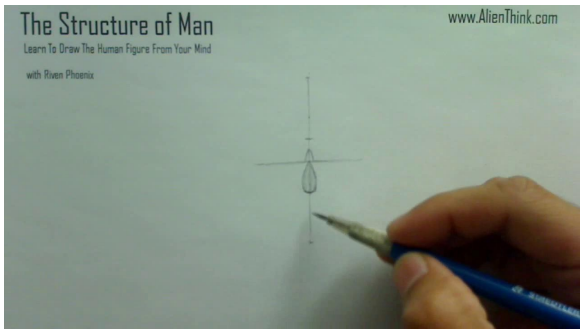
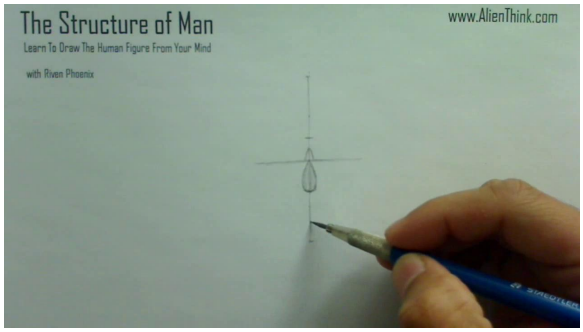
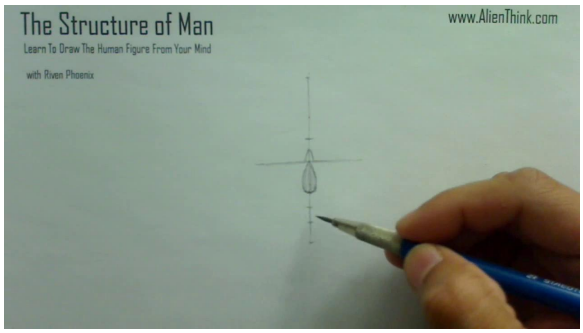
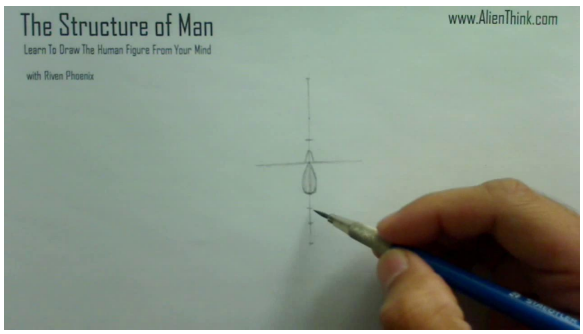
61		Right, so if I take a look at this and if I just fiddle with it a little bit and say
62		that okay this is going to be how I'm going to divide this we've now figured out the construction
63		for the mouth and the chin area.
64		So what this line is this is the line for your mouth where your teeth will meet and this

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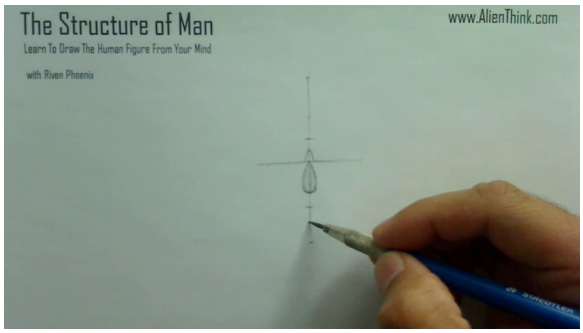
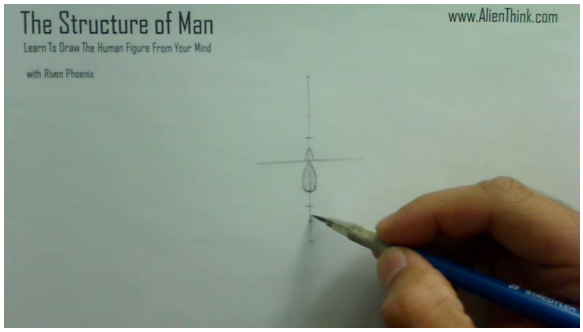
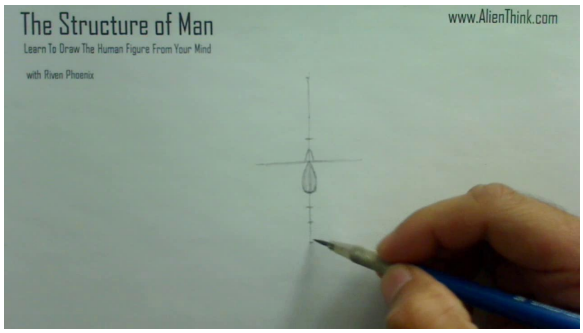
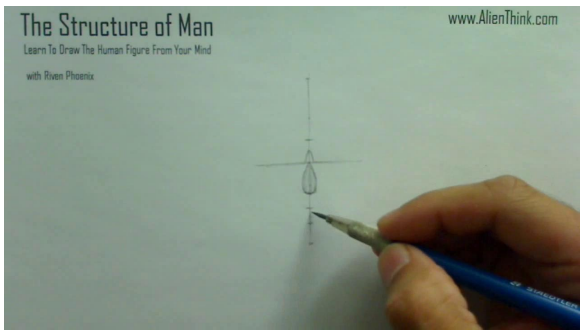
65		line here is the bottom of your teeth right so your top of your teeth will be here and
66		the bottom of the teeth will be here and here will be your gums.
67		So this gives you enough room for the area for the chin.
68		So one thing that I want you to notice if you just take your index finger and put it below

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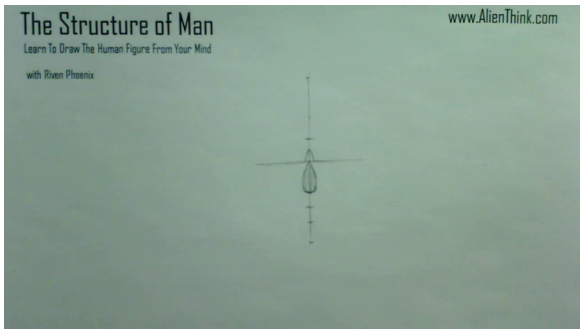
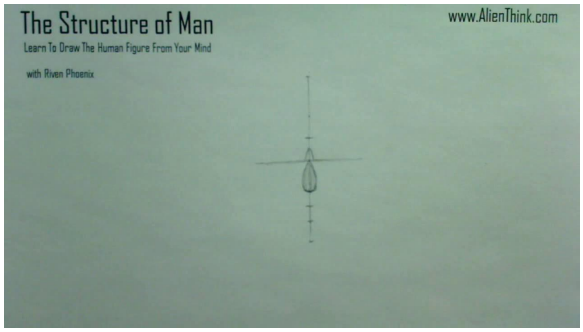
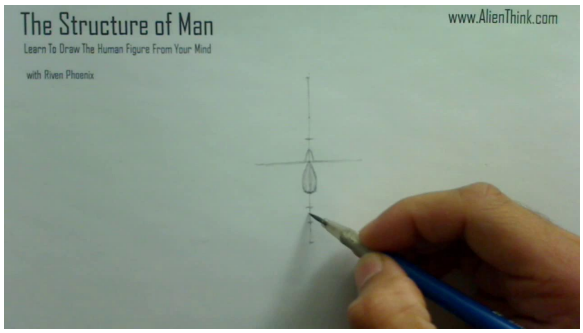
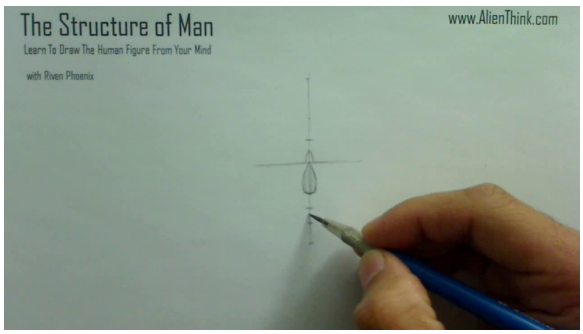
69		the your lip area here's your bottom of your lip and put your finger over here.
70		So you'll notice that you can feel the bottom of your teeth meaning that the upper lip
71		is really sorry the bottom lip is really just going to where this line is for the mouth.
72		The bottom lip is really going to be always over here and this space here is going to be

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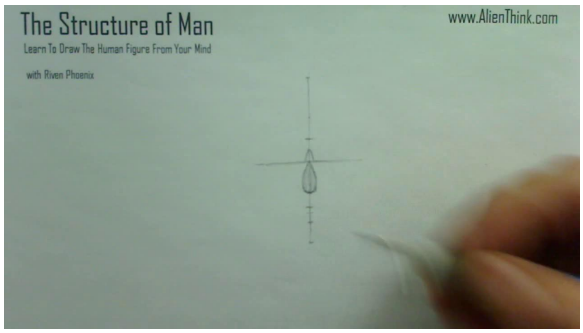
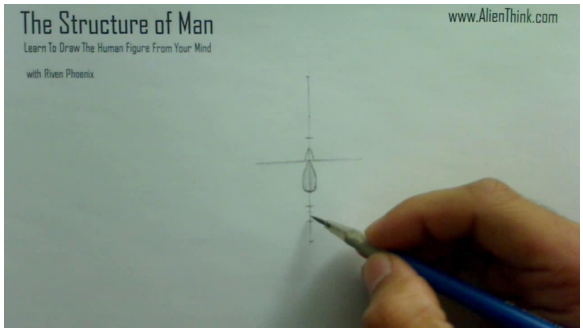
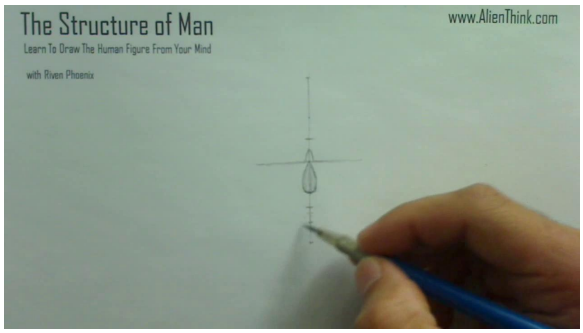
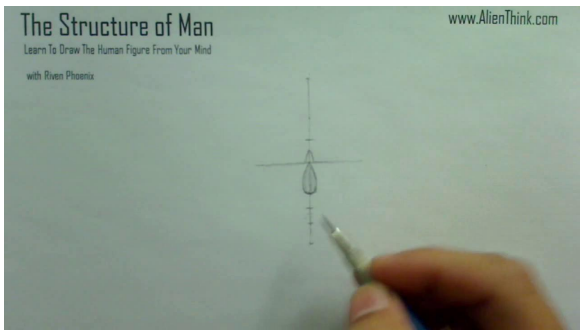
73		the area where you're touching.
74		Meaning that this tells you how much space you really have and this gives you enough room
75		for doing the chin right so this will keep you away from doing the chin too small.
76		And that's really it.

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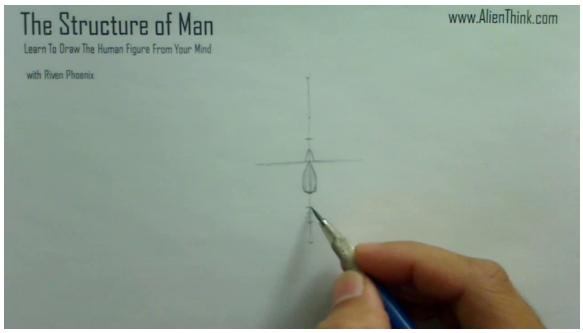
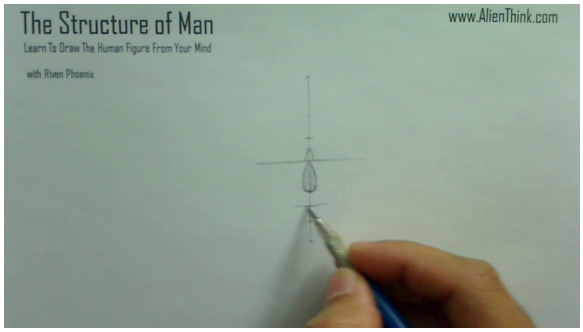
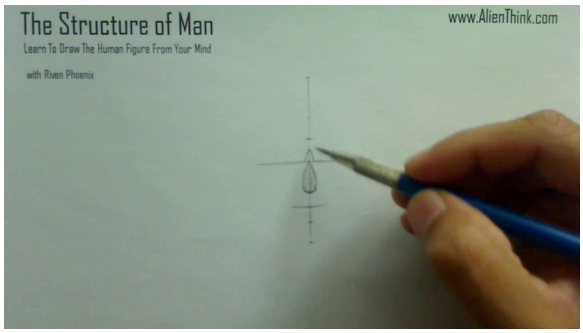
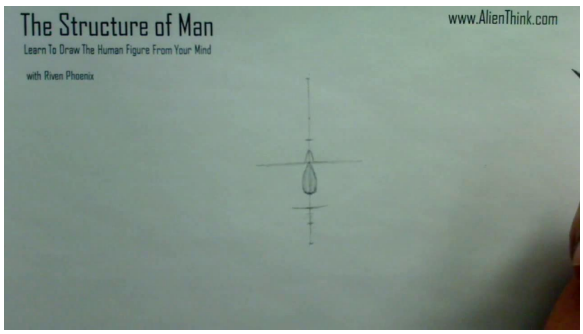
77		Once you figure that out you can just very slightly this is the mouth area just give it
78		like just a small mouth over here for now.
79		So once we've done this what we need to do now is figure out how wide is the skull
80		supposed to be well it's actually very simple.

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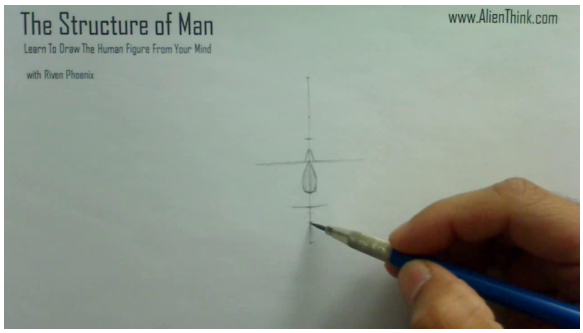
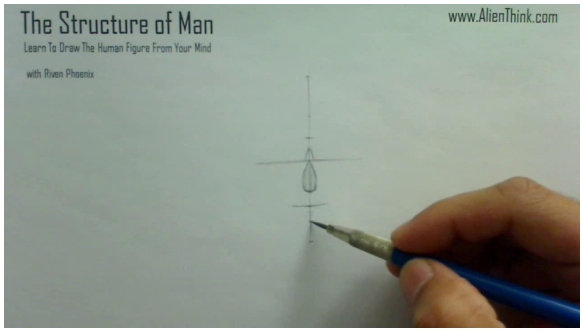
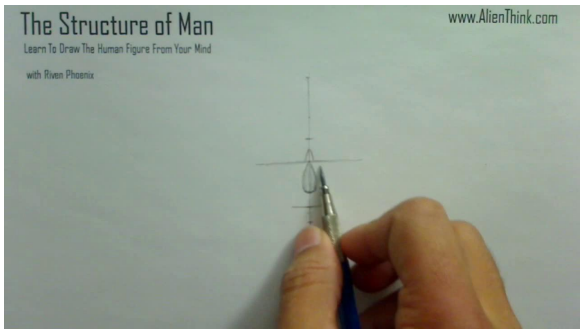
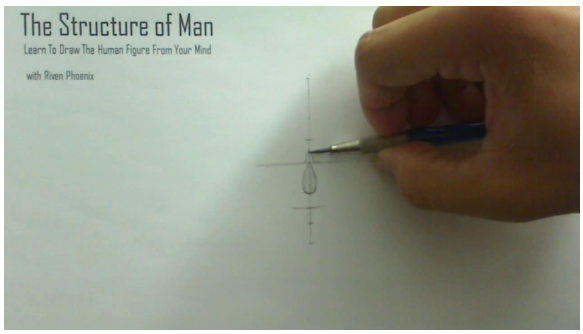
81		See this area here this was the mouth area and this is the bottom of the teeth the gum
82		area that I said so this basically is your width.
83		So if you take this from here and measure it and translate it over here you'll get the
84		the width of the human skull now you have the right to actually move this in a little

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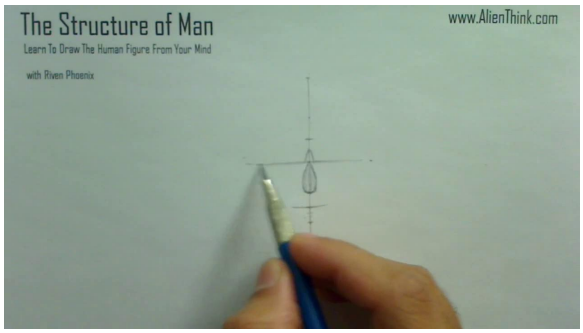
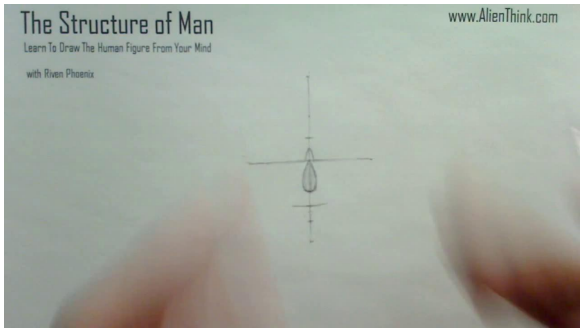
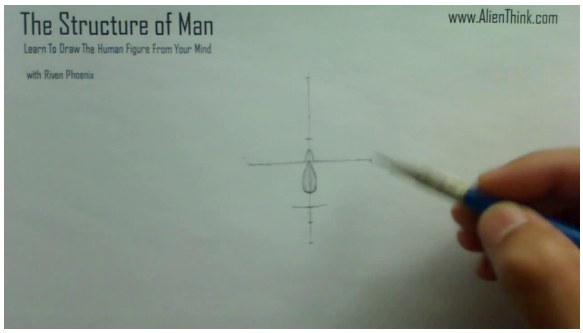
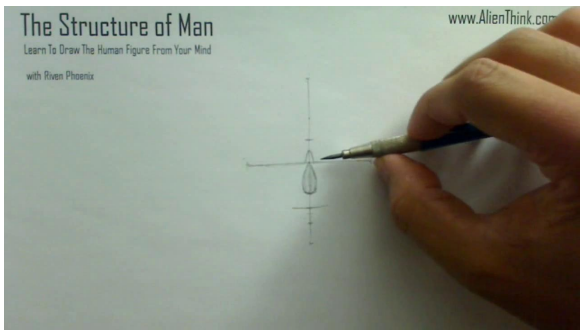
85		bit if you wanted to right me sometimes you want to do a skull that's a little more
86		elongated but this is typically the size of the human skull in this way right so here
87		I'm just going to specify that this is the width.
88		So here I'm just going to measure twice make sure that I got this right okay.

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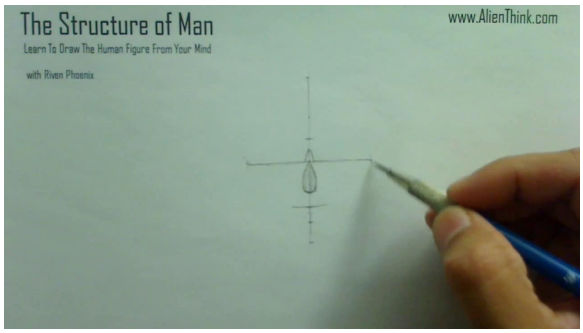
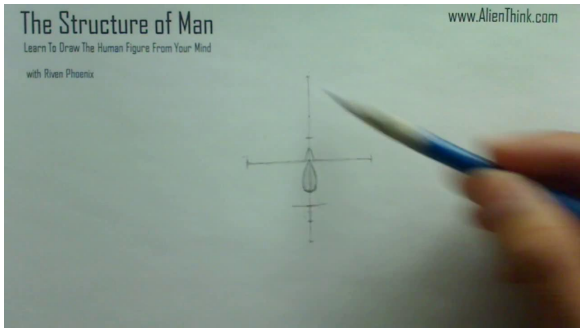
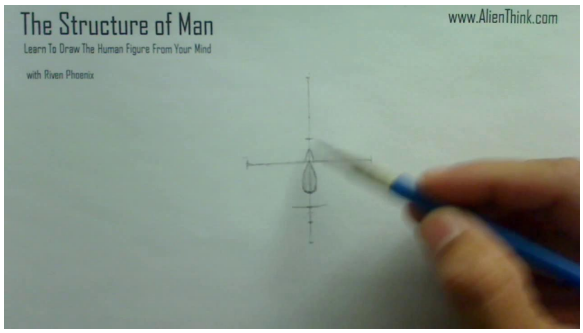
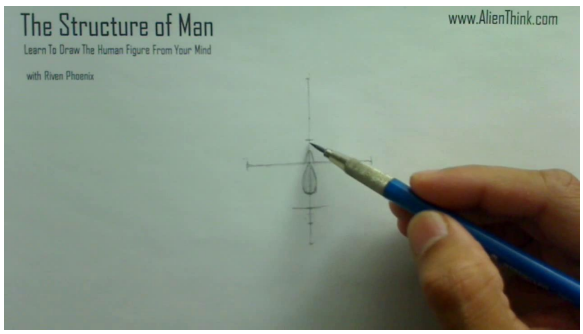
89		So as soon as I have this all we have to do is really now just figure out the contour
90		of the top and the jaw area and figure out the eye socket.
91		So let's work on the eye socket here and this is going to be very simple.
92		Basically when you have the brow area and you have this point here at the top of this

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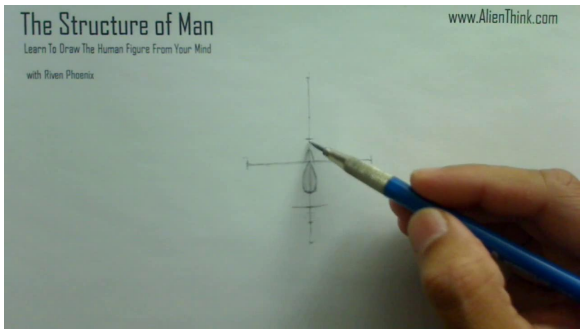
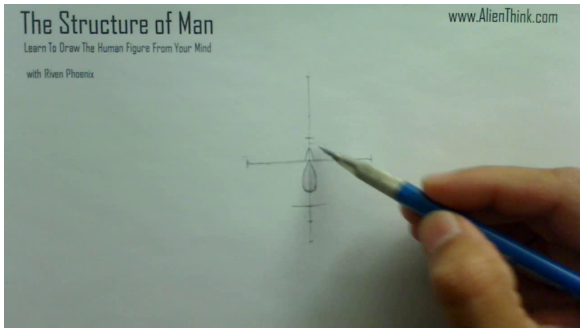
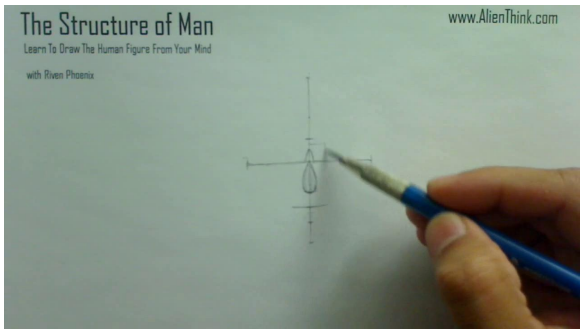
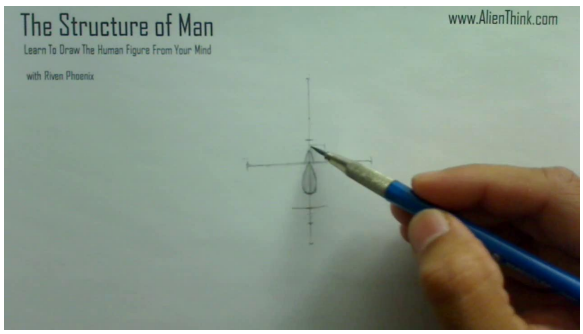
93		if you divide this in half right over here you basically all you need to do is make like
94		a cube a square in here in this area.
95		See this I made a square.
96		Once I have this I just need to repeat the same process on the other side and make sure

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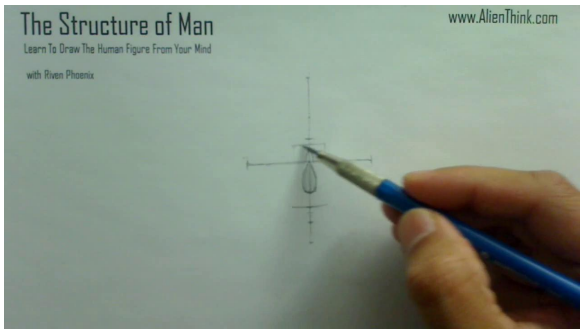
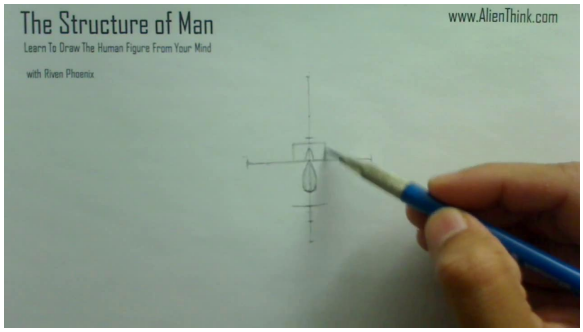
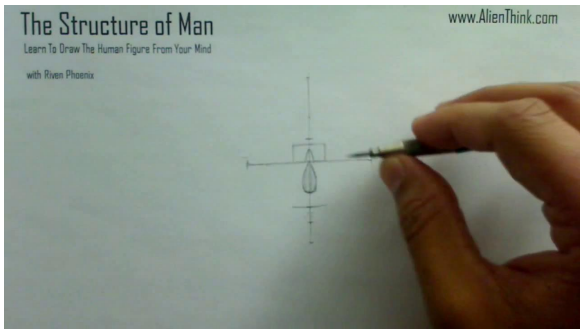
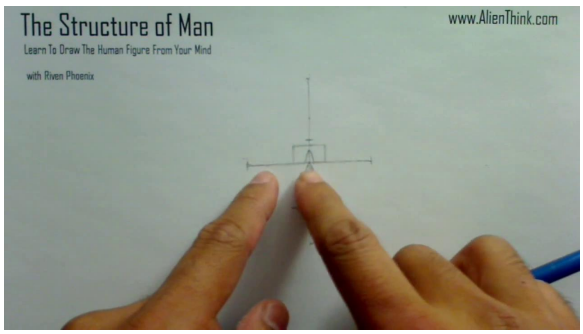
97		you're doing this as accurately as possible.
98		So once you have this square you've got the width of your eye right so the length of
99		the like the eyes are going eyes are always the three lengths apart right one eye one eye
100		and one eye in the middle that gives you the distance.

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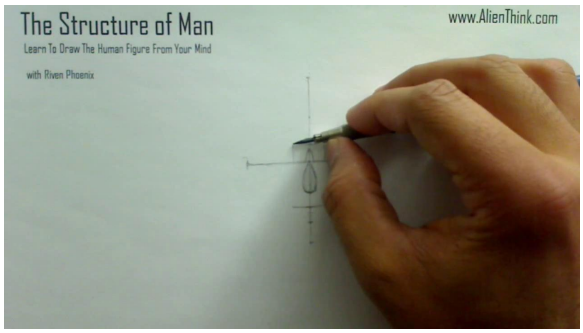
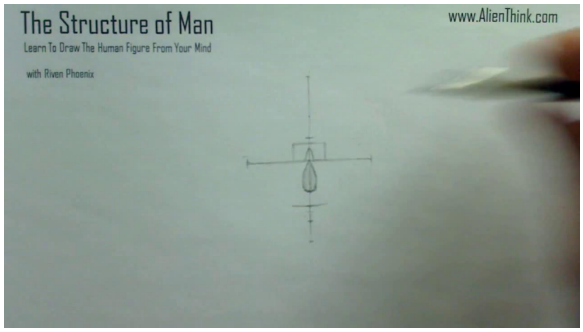
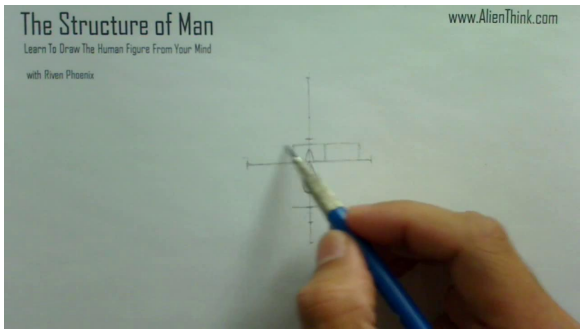
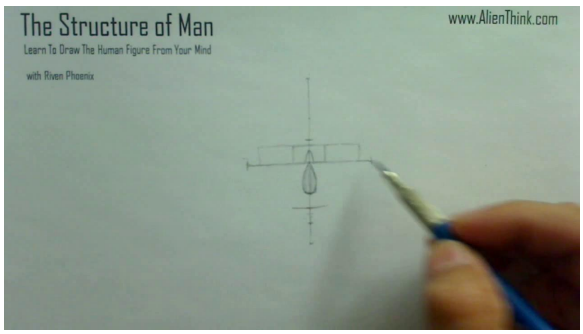
101		So from here if I measure this I'm just going to put a mark over here and a mark over
102		here right and then here I'm just going to make a box over here going in this direction,
103		box over here and going in this direction.
104		So I'm going to visually check here do I have the right amount of space on this end because

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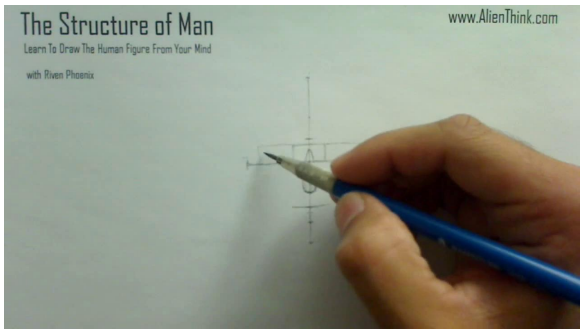
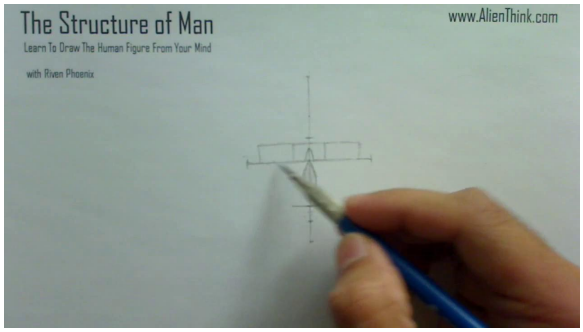
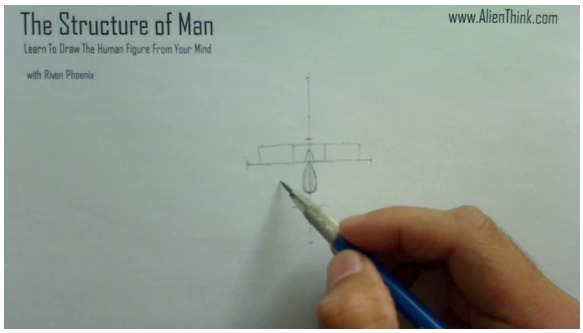
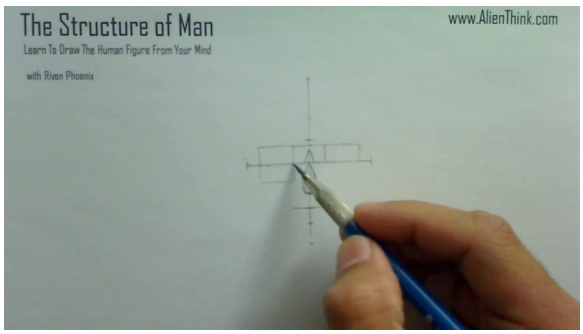
105		I want it to be as accurate as possible right so here you'll see that this box here
106		is where your eye socket is going to be so all you have to do is now take this box
107		and just translate it over here just like this right so your whole eye socket will now
108		be inside over here just like over here.

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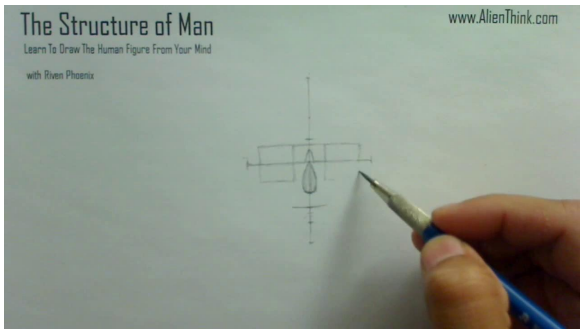
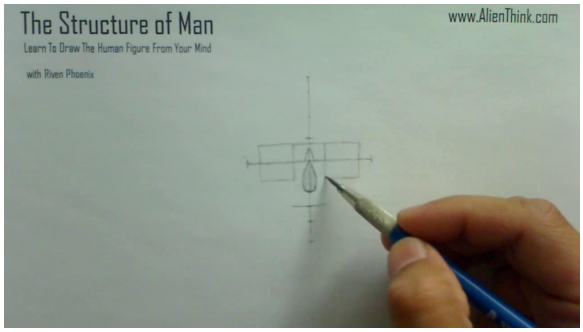
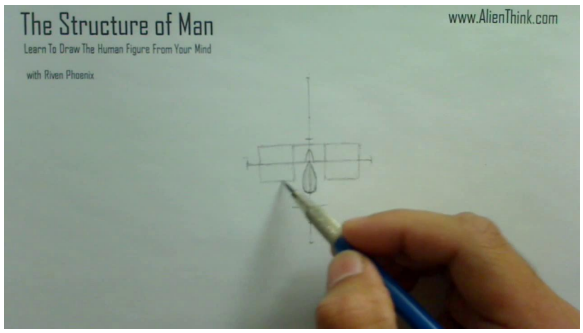
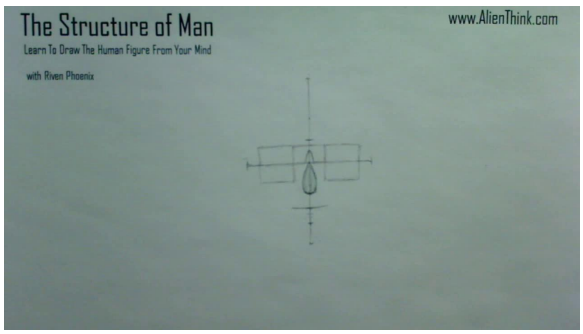
109		So here's something really important to just remember when you are drawing at the skull
110		and later when we get into the muscles and drawing at the human head is that notice
111		with the bottom of this is compared to the nose area right and this is an aspect of figure
112		drawing that I'm showing you that when we get into more and more of this figure where

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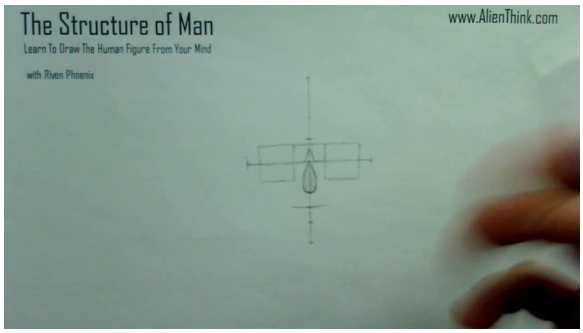
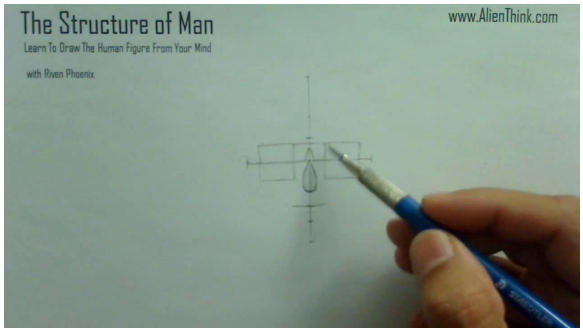
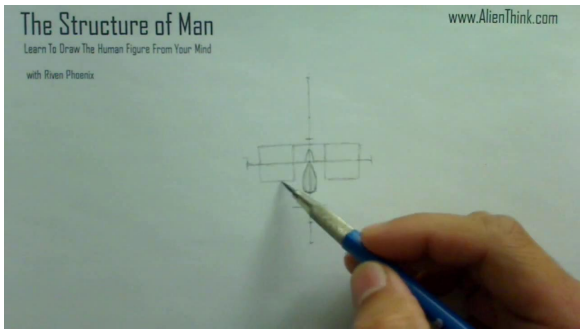
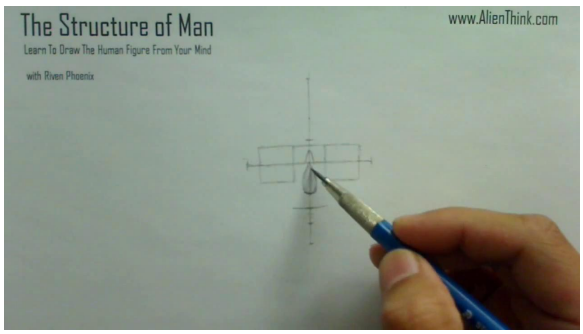
113		we start putting on the surface anatomy and stuff it's going to come down to ratios also
114		not only formulas but ratios just knowing where everything's supposed to be.
115		So the bottom of the eye socket we just know that it's going to be pretty much over here.
116		You could say that if you take this and divide it in half it's kind of like half way but

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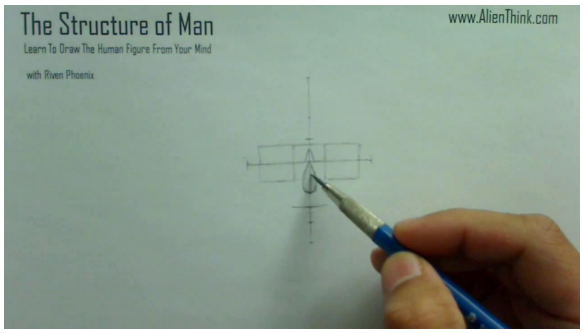
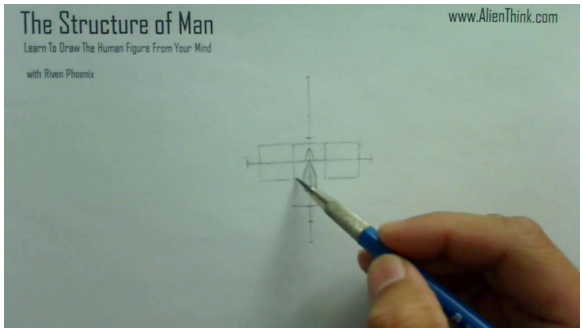
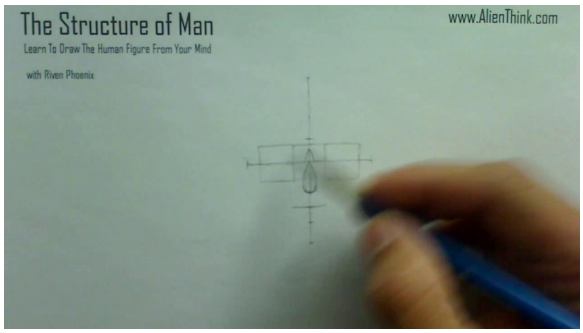
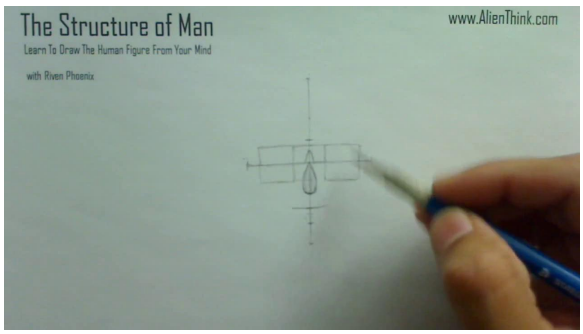
117		sometimes it's okay to just do it above it doesn't really matter just know that it's
118		on the half way over here.
119		So once we have this we know that the eye sockets are going to be here so how should they
120		look?

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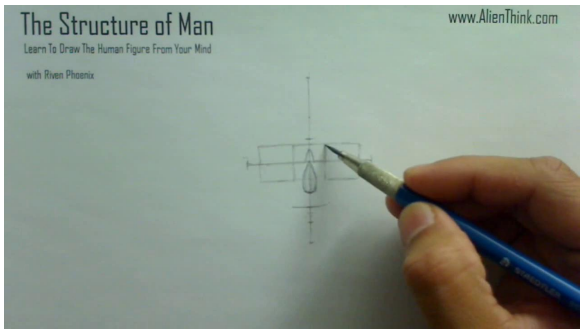
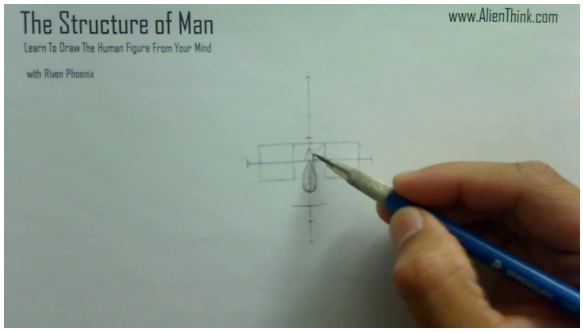
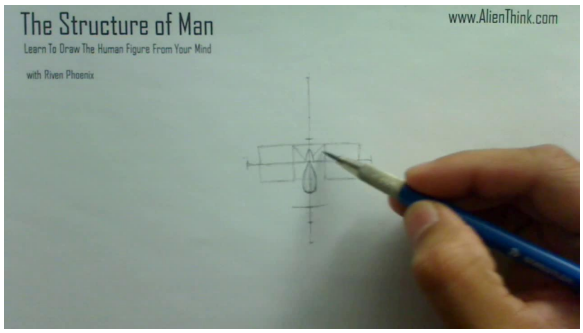
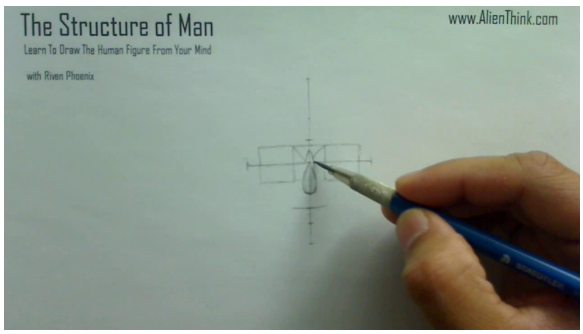
121		Well basically where this point is and this point you're just going to make a line over
122		here and you're going to make a line over here.
123		So this is going to be the beginning of your eye socket over here and this line you'll
124		use it because it's going to collide here this is a bone over here and then we want to

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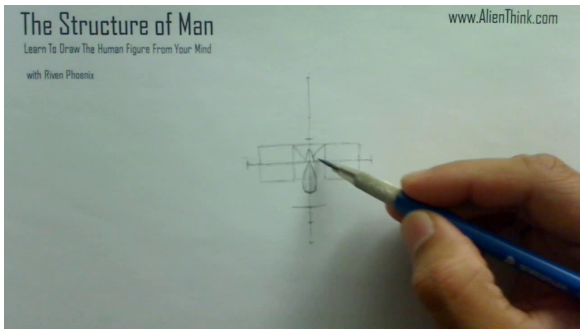
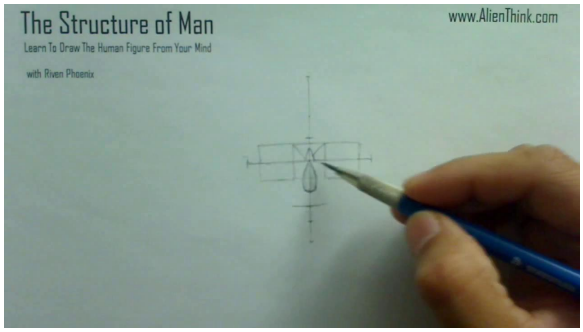
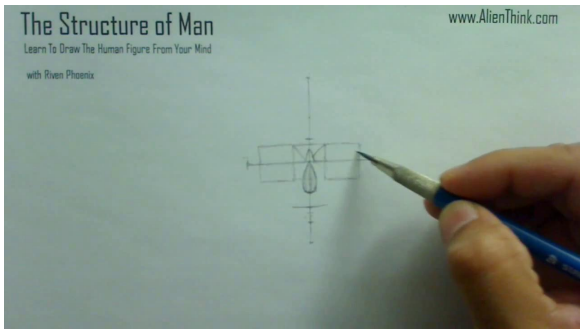
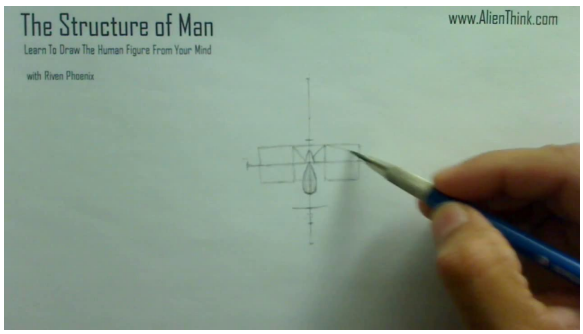
125		come back in this direction over here right.
126		So what we want to do is from here we first want to take a look at this and just divide
127		this in half over here this from here I divide this in half and here I'm just going to lightly
128		sketch out right we don't want to draw like symmetrical lines just sketch out over here

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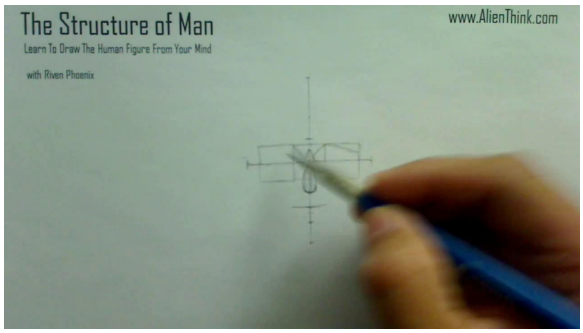
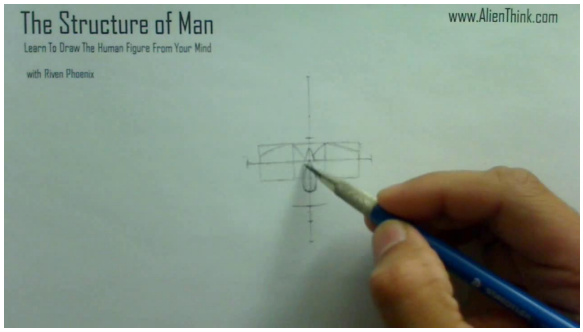
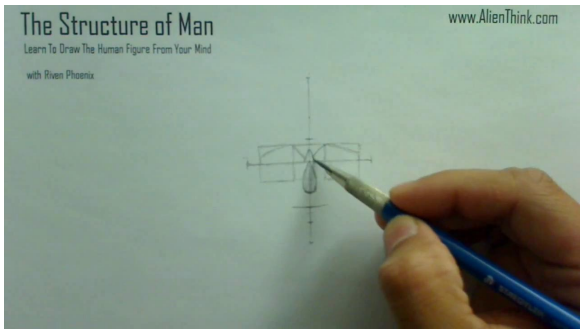
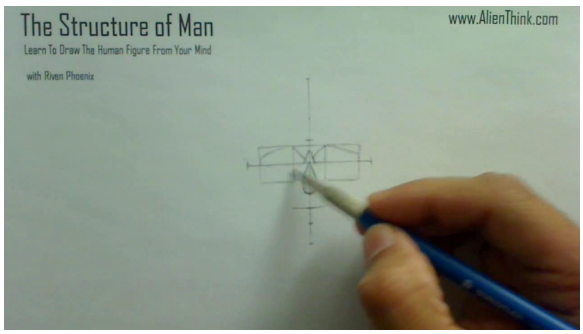
129		that that's what it's going to look like and that's what it's going to look like.
130		So basically from here where we have this concept over here this little nudge here remember
131		doesn't nudge over here because this this this so basically from here you're just
132		going to make it come down over here in this direction so it kind of looks like eye

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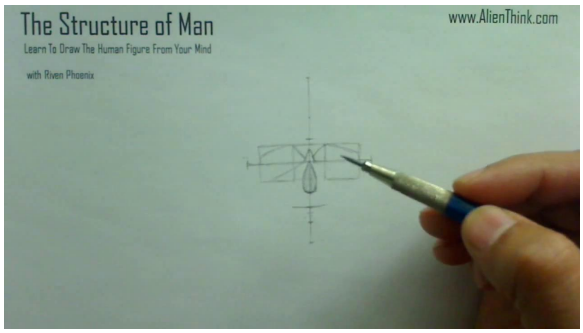
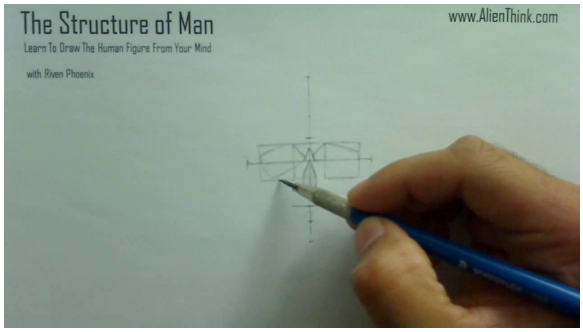
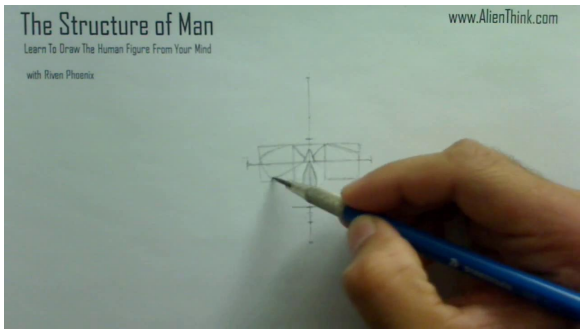
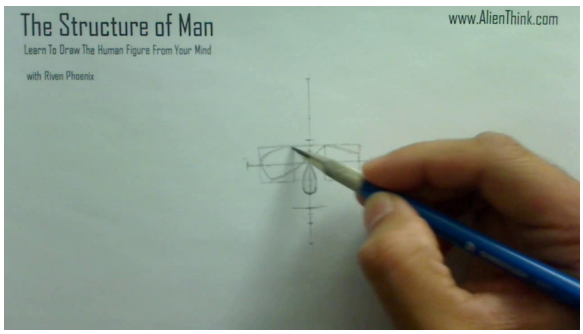
133		glasses right and then from here you can just put it down so if you looked at this you
134		could say that okay I divided this in half and did over here is where I ended up but
135		but this area here it's really much more roundish so when I do it I'm just going to make
136		it kind of roundish over here give it like it's organic feel to it.

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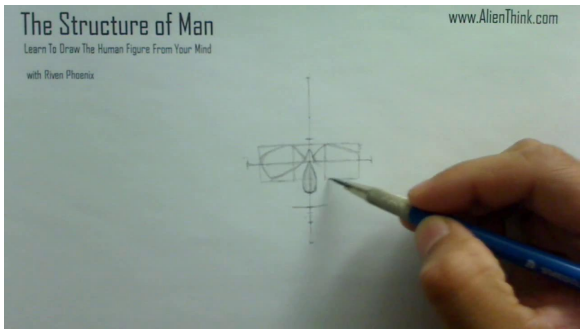
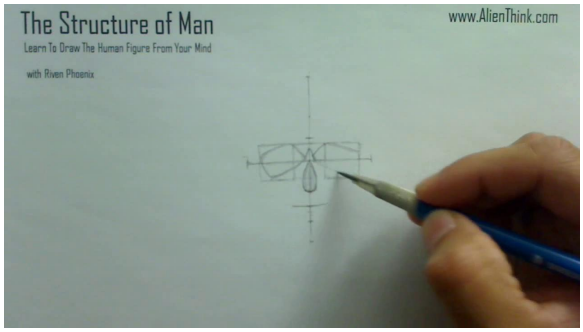
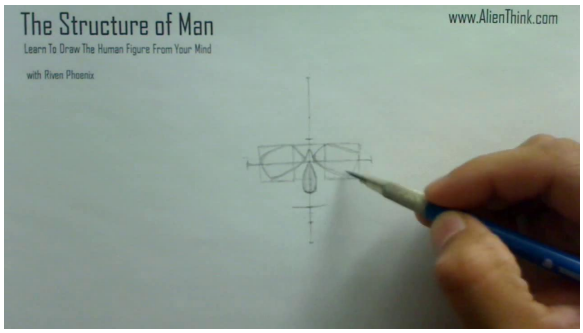
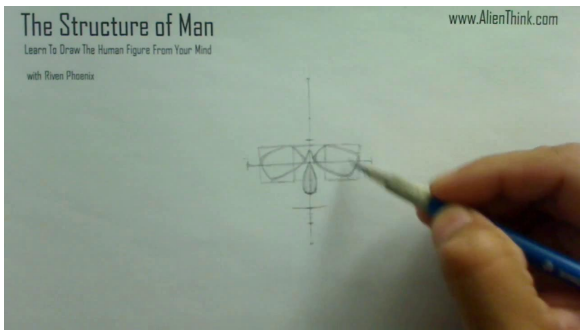
137		So over here if I take this and divide this in half I know that I'm just going to come
138		pretty much over here and then go in this direction and this will start to give me
139		like the the eye socket over here and that's how all we need to know right so the eyeball
140		was sitting inside here so we've got these two things figured out right so if you look

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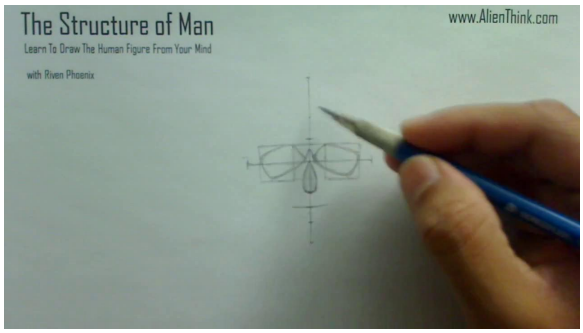
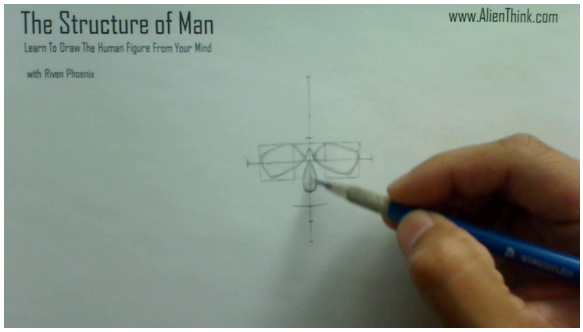
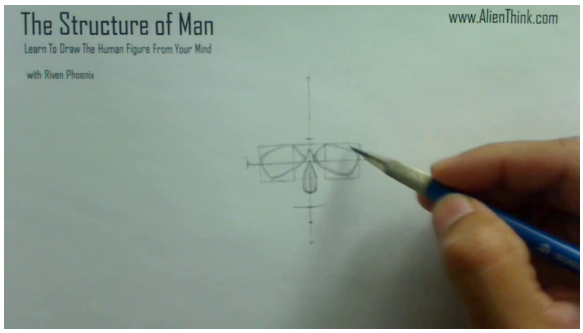
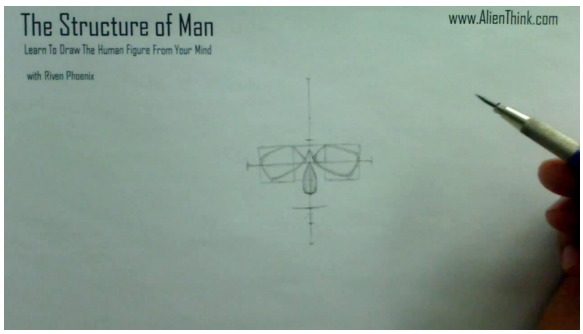
141		at the formulas that I've shown you they were very simple we just need to understand
142		how to divide this section once we got this it was nothing more than measuring this translating
143		it here and then from here to here here to here then over here just go like this and
144		you've got the eye socket so once you have this basically this is going to be your

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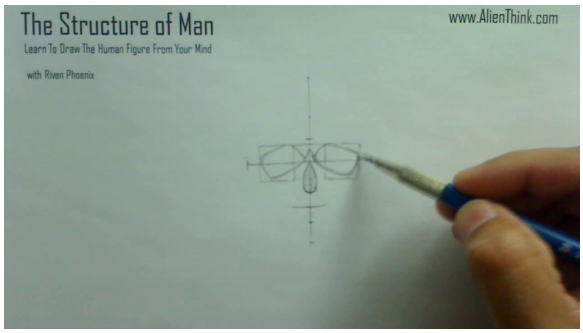
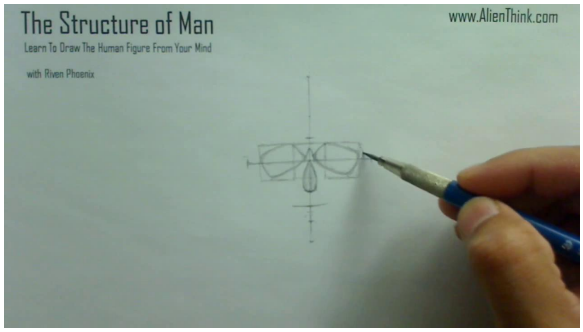
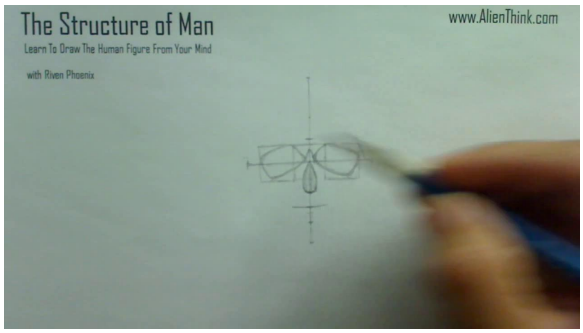
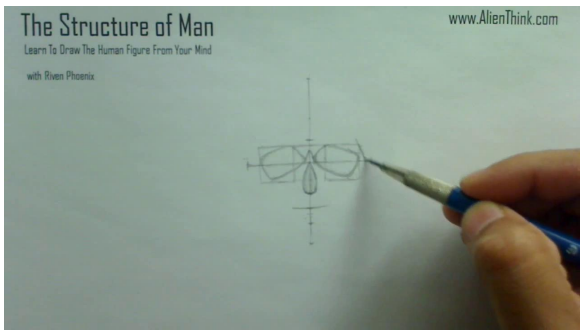
145		bone structure over here so just like we did on the the side remember we did something
146		like this so this area here this line is basically over here it needs to go just a little
147		above this like this right so notice when I'm doing this from I'm just choosing the middle
148		over here from middle over here and I'm going towards this area over here just like this

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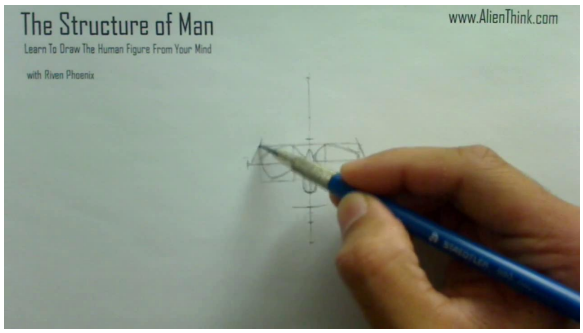
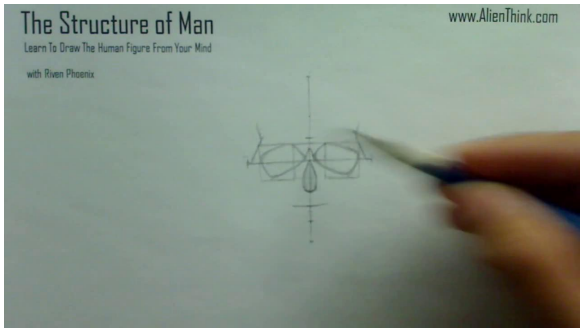
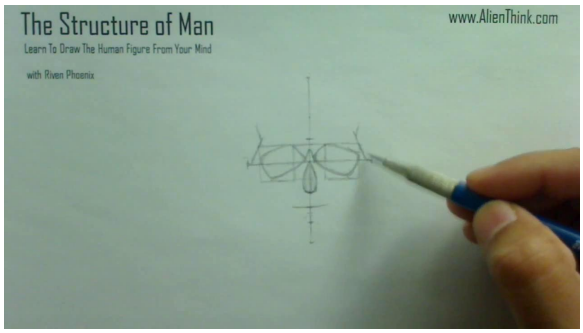
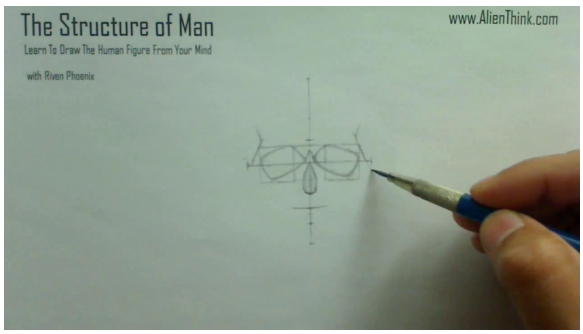
149		right and this will become the the area for your skull which we had done on the side we'll
150		look at this from the side also again to compare it so basically that's it we're pretty much
151		done with this and what this means is when this line goes we just need to come down here
152		a little bit come down here a little bit and just make the cheek area over here this is going

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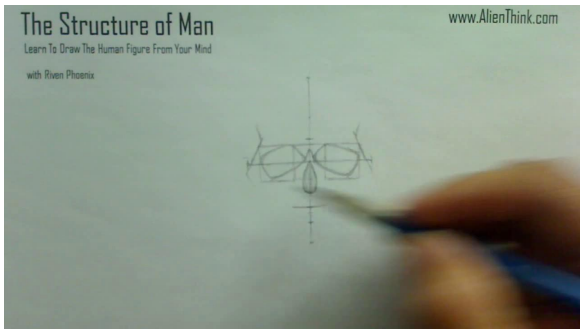
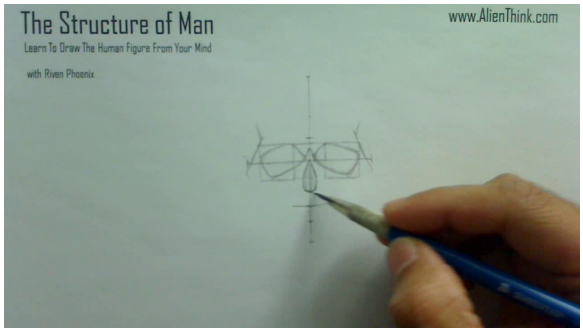
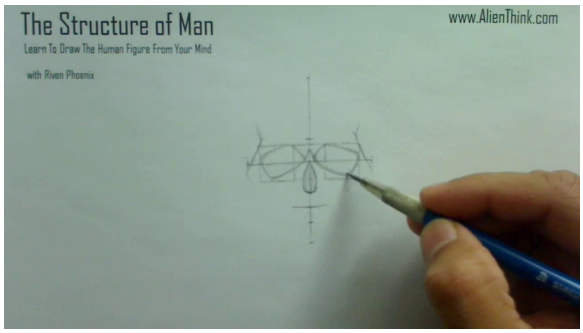
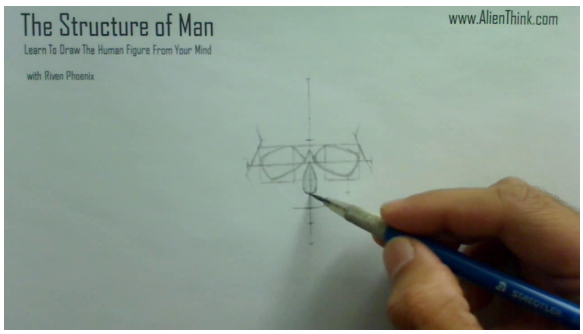
153		to be a cheek area right so how low should the cheek area really go well from the front we just
154		need to know that where the bottom of this is is really basically needs to come down about here
155		so where this guy is right you can come down here you can come down a little bit over here but I
156		usually will put it here because based on the human skull it's usually just about here and you just

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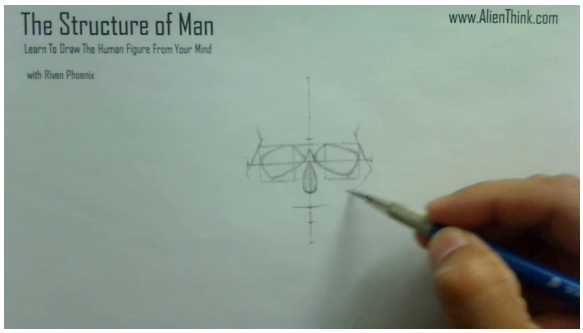
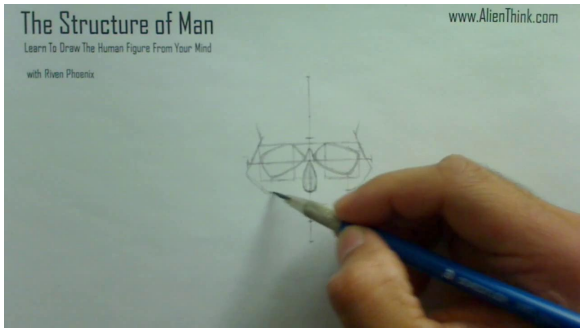
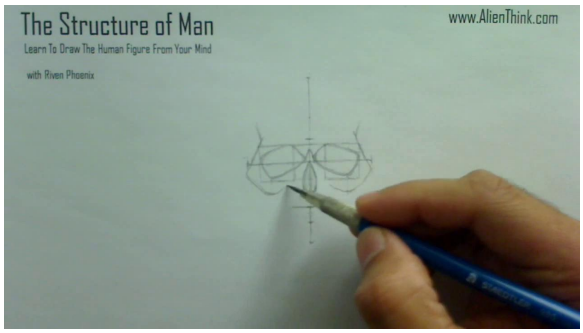
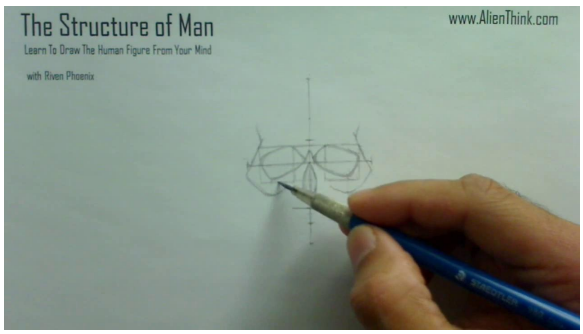
157		make your cheek bones like this where this area is where this point is right we come this way and
158		we start turning and that's it we just go inwards back towards this point like this and then from
159		this area here see this here like in the middle of this this is the middle over here this is the
160		middle and here I'm just going to go like this over here right you don't even have to measure just

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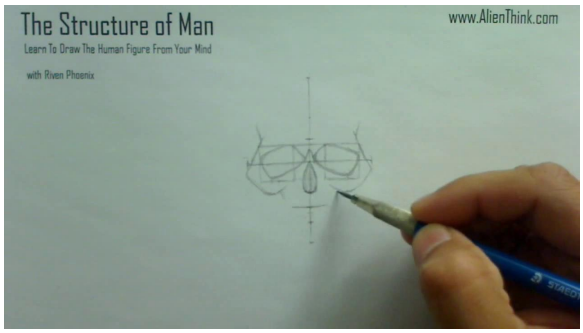
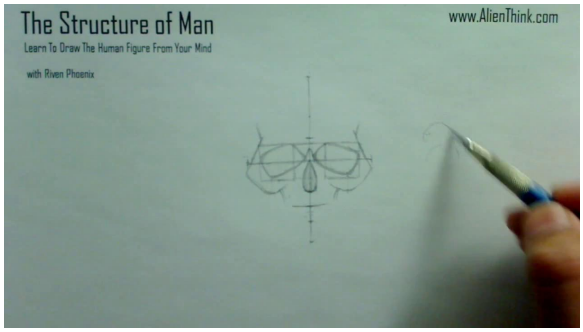
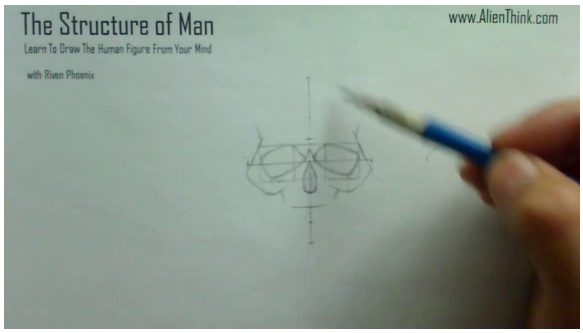
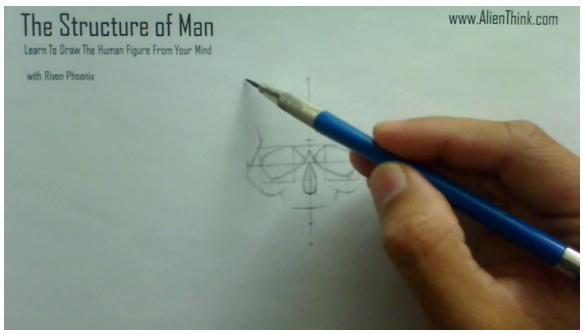
161		just do it this way right because this is actually a conform 3d form it goes like this it's going
162		to go like this where the mouth is with the teeth are okay so once you figure this out we can now
163		work on the top area and the top area is very simple as long as you know this dot here from here
164		to here this square we just look at the diagonal from here to here look at the diagonal and find

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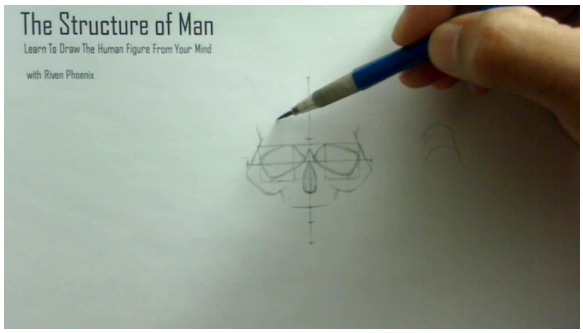
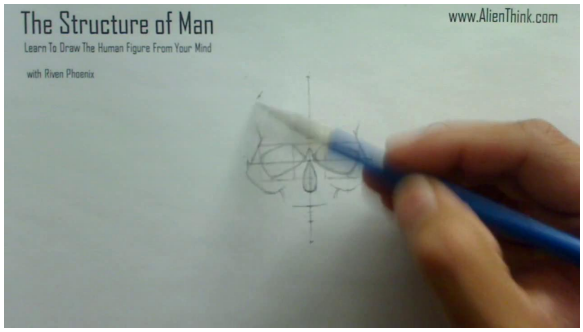
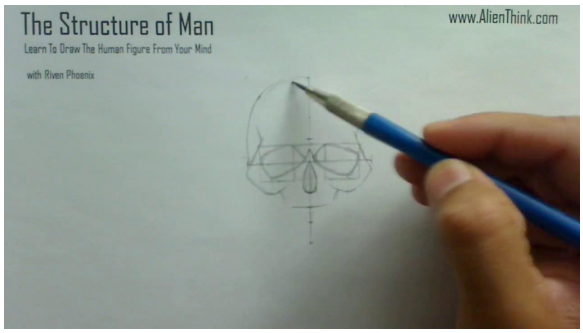
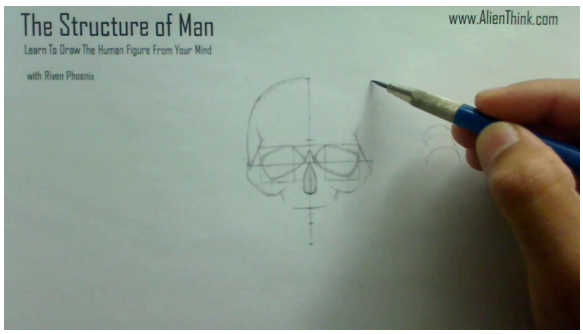
165		the center and then just divide up you got your point over here so this point needs to go here and
166		this one just needs to come back around like a circle and this will give you your
167		this ball shape for the top of the head so over here I'll do the same thing from here I'm just
168		going to find this over here and then from here I'm just going to find make sure I got the center

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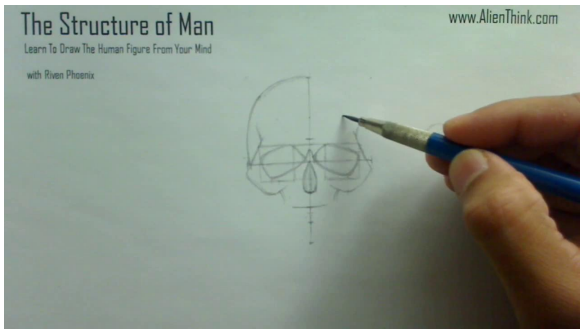
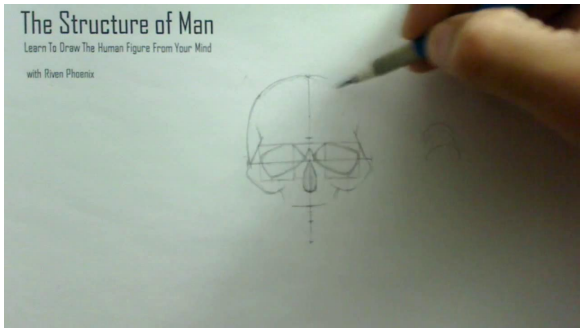
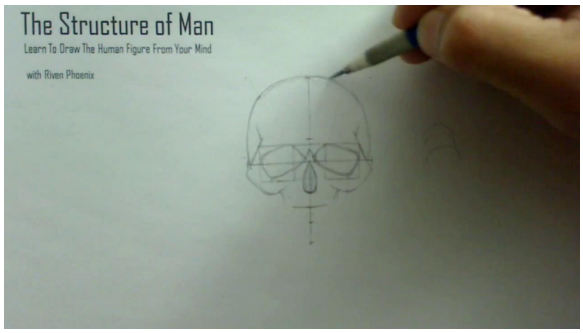
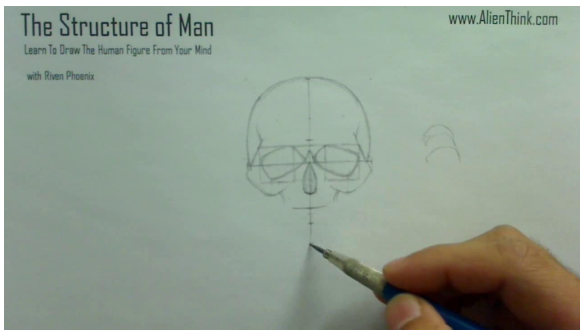
169		correctly done over here and then over here right so you can just compare from the other side here
170		what you're doing is making sense and that's really it you just come down in this way
171		okay so since we've done this all we have to do is figure the bottom part out which is very simple
172		and that is we need to figure out okay what angle really should the jaw be in it's very simple

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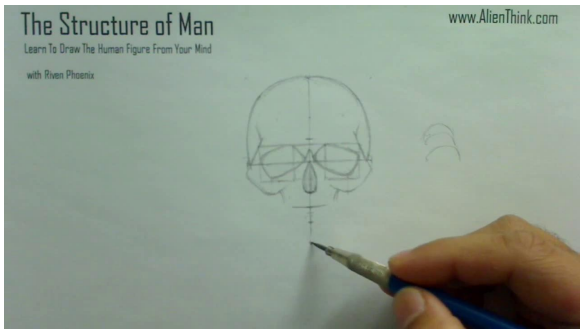
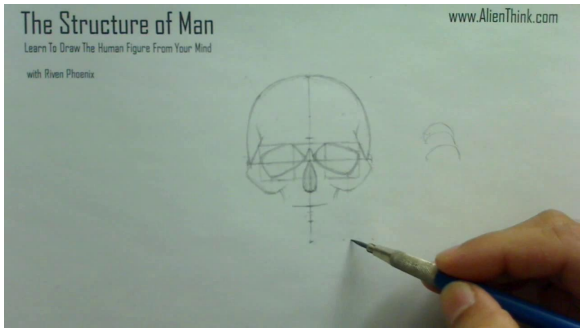
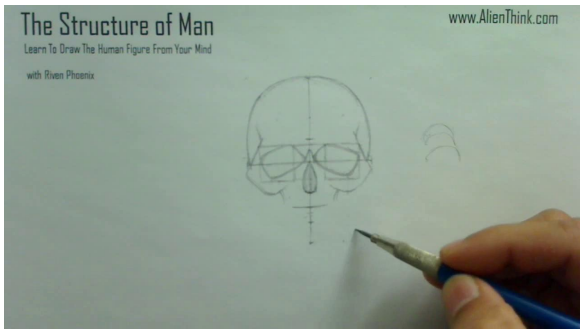
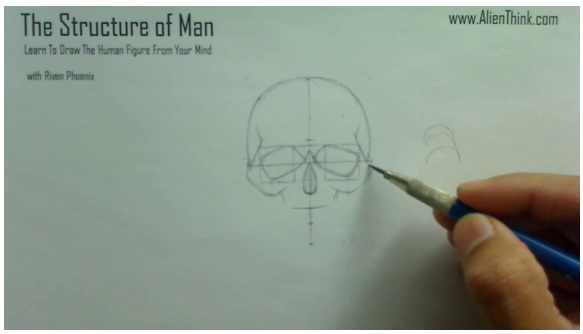
173		from here to here where this is right if I had from here divided this in half divide and then
174		come back so from here I divided this in half I divided to the right divided to the left this
175		basically is the angle from where the jaw is supposed to be so usually to get this line what you
176		want to do is where this thing is here where this line is see over here we came here for this

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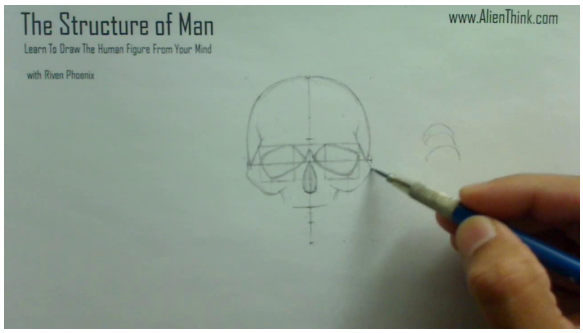
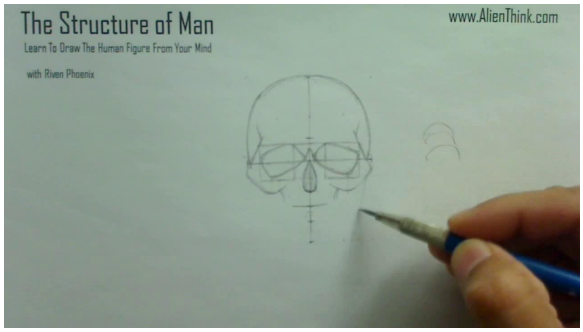
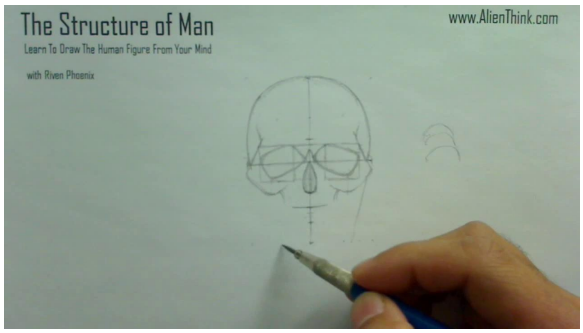
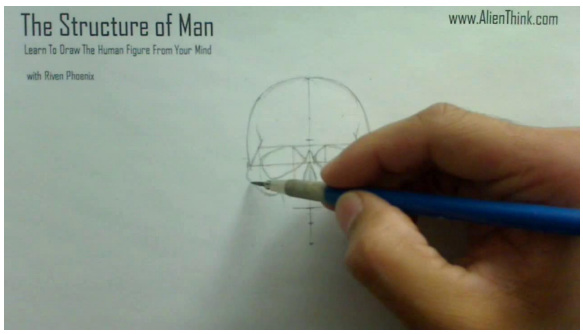
177		definition but from here you just need to put the jaw because this should be like this and the jaw
178		should come towards this line just like this so we'll do the same thing on the other side
179		we got this over here I divide in the middle I divide to the left and I divide to the right so I
180		know that this is just going to come in this direction right so just compare it that it's going to

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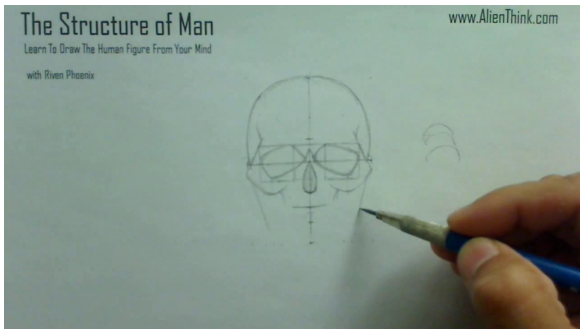
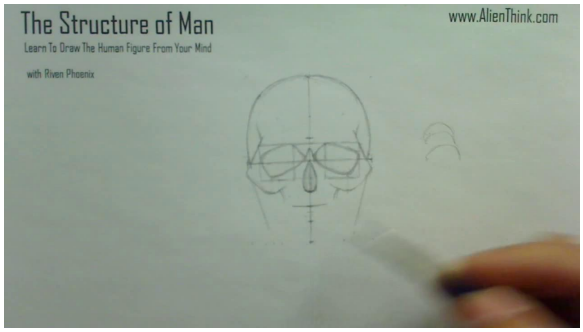
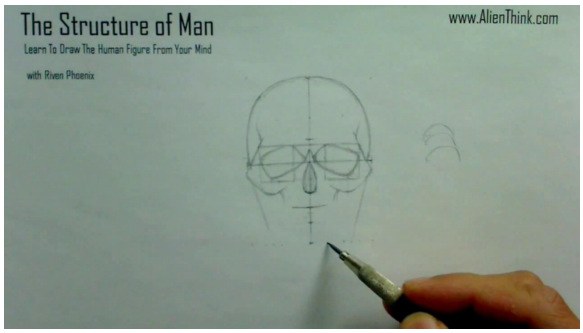
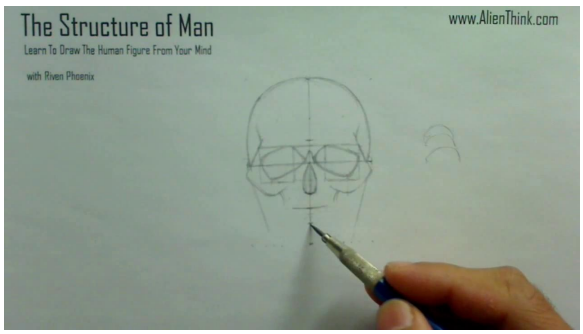
181		be coming that direction okay so now we need to figure out how should the jaw turn so it comes in
182		this direction for that it's very simple since from here to here we knew the middle we just need
183		to come in the middle here and that's it we're going to get the angle from here and where this
184		bottom of that t is you're just going to start to curve below this and that's it you're going to

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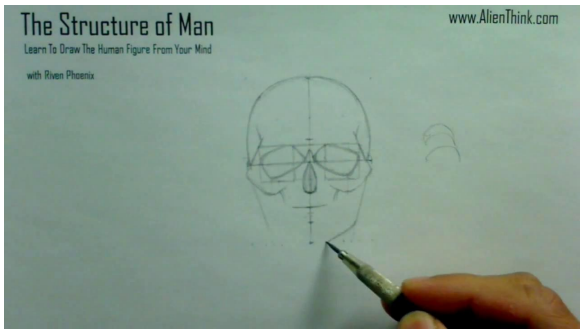
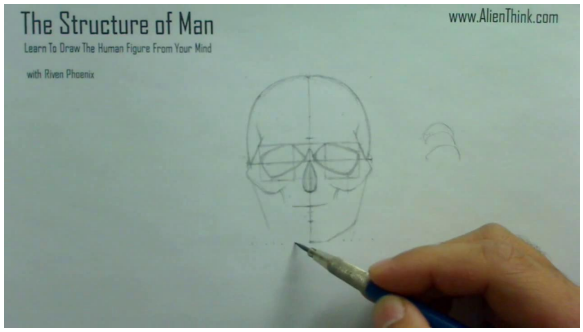
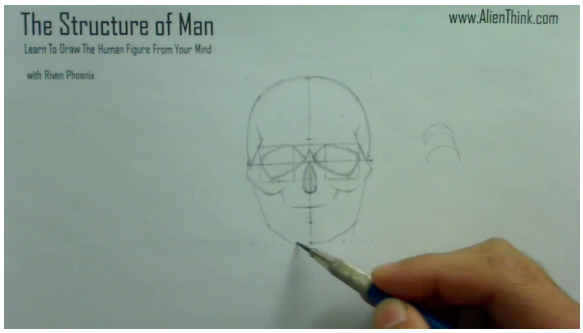
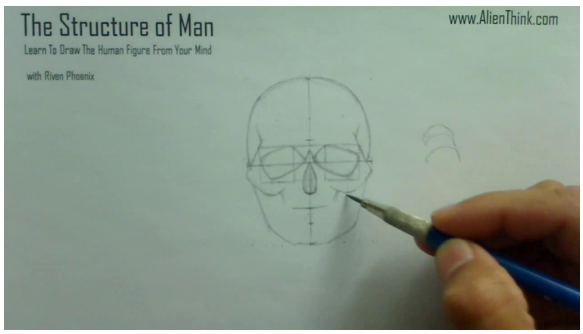
185		get the line for the jaw and over here it's going to be the same thing I know the center I'm going to
186		divide here and I'm just going to look at this from here start to curve in come in this direction
187		and this will give me the design for the skull okay so once that's done we just need to make
188		those lines for the jawbone and that's usually typically you can just make it here where this line

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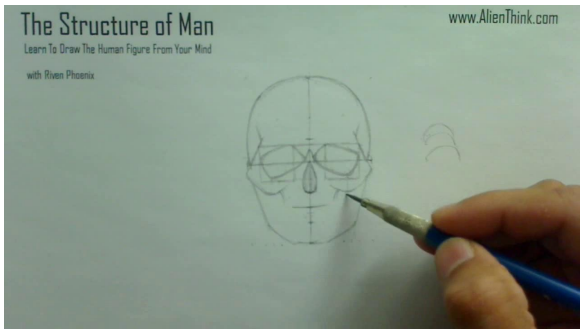
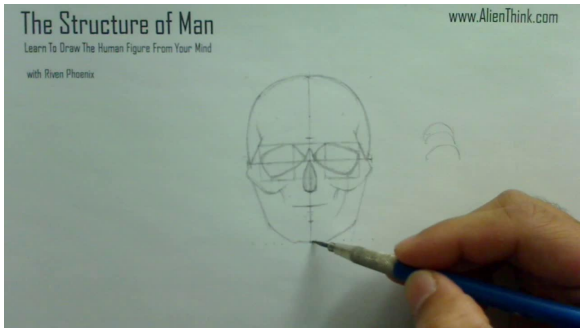
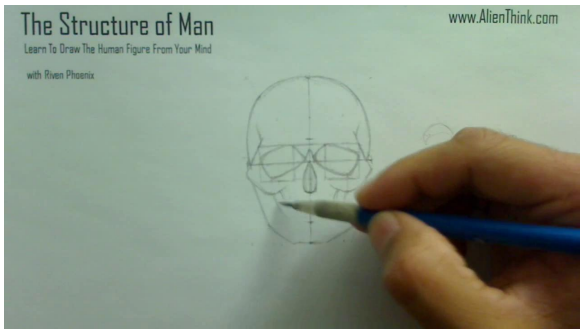
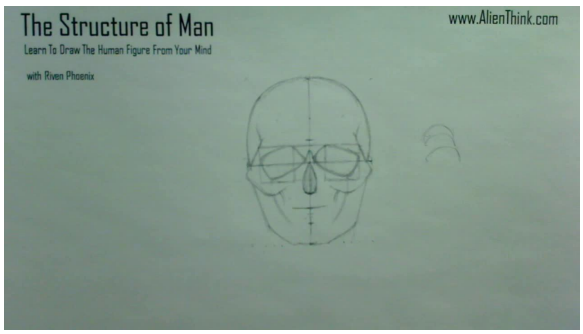
189		you when you turn where this line is just come in a little bit here and just do this curve where
190		it's coming towards the center over here just like this right so here I'm just going to compare
191		a little bit and do it this way and that's really it here we were able to create the
192		front view of the skull so in the next lesson what we will do is so you should just practice this

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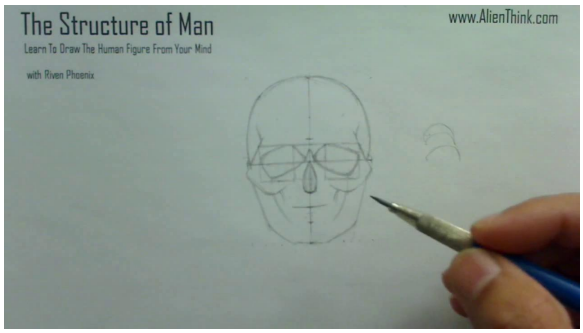
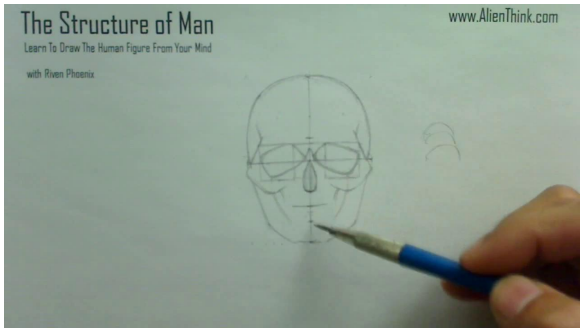
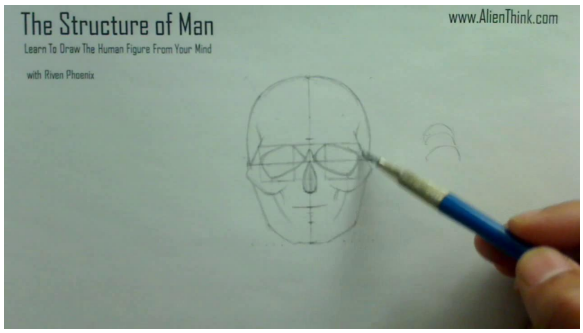
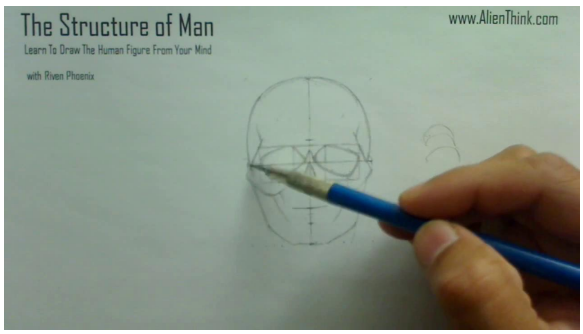
193		lesson again just make sure you understand how we did it it was very simple right it was taking
194		this line understanding how these lines were placed after we had done this we do out this square
195		understood the eye socket placement drew out the eye socket and then from here we basically put
196		these lines down going above and then from here where we got these two points we just did the

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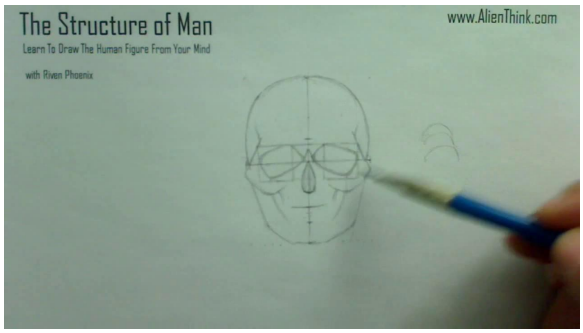
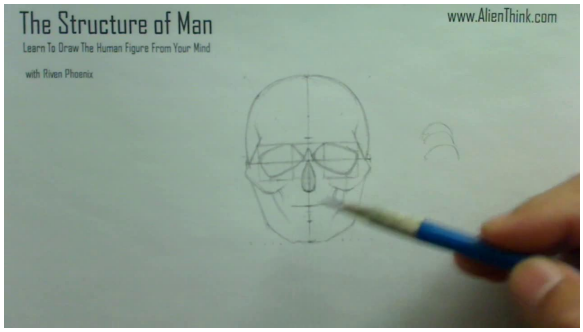
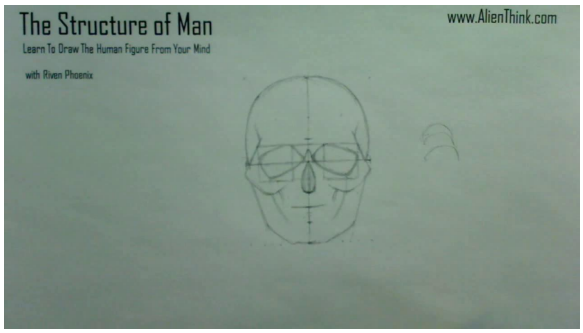
197		circle right and for the chin we knew that over here came down here and you can just we artistic
198		about it do it this way and get the line for the jaw as I showed you right over here and that's it
199		so I'll see you in the next lesson thanks

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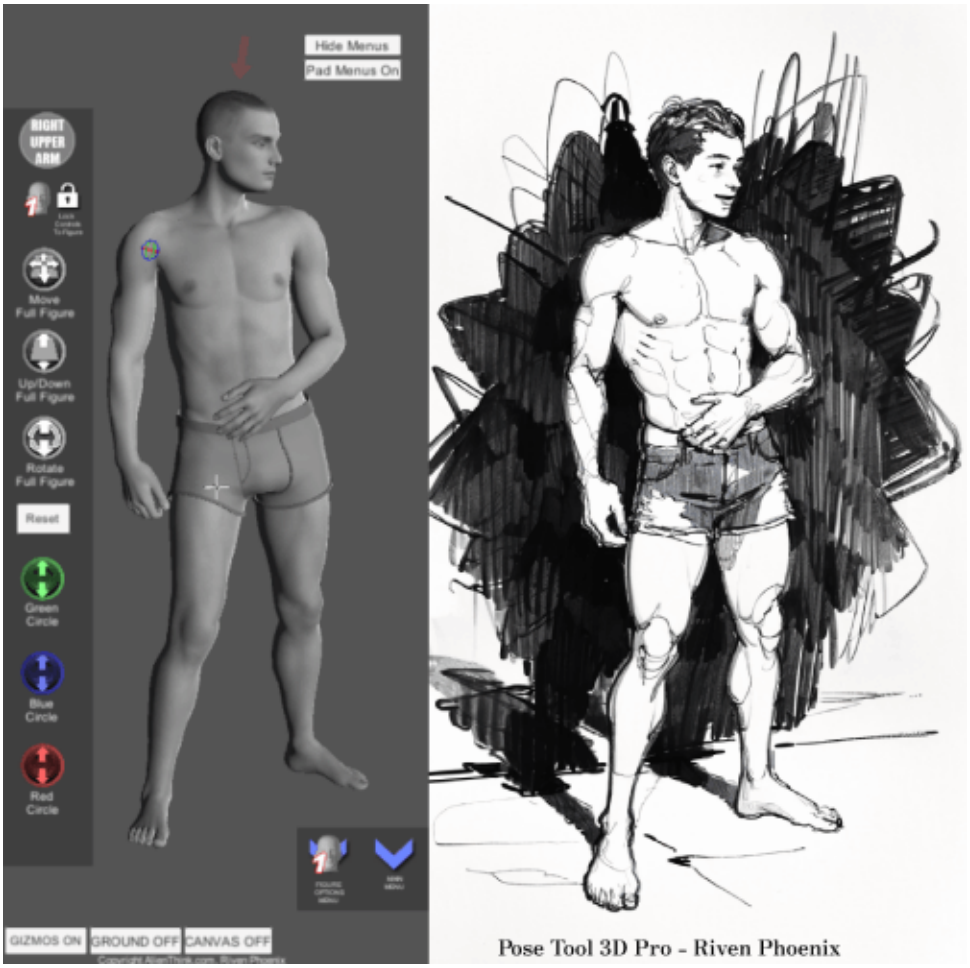

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